

ISSUE
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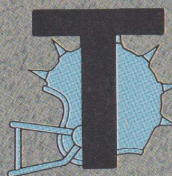
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\$3.95

REALMS

- Warhammer 40,000
- Traveller
- AD&D
- Warhammer Fantasy Battle

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his is Blood Bowl - and *anything* can happen!

Sports fans, the ancient ritual of the lost god Nuffle is back! And it's bigger, better, meaner and spikier than ever before!

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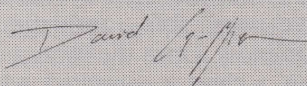
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I say this with a bit of pride, but isn't it nice to see an Australian magazine at last. From the sales figures it appears you agree. I report to all of you out there that you have helped make Realms the biggest selling RPG magazine in Australia. This is also mainly due to newsagency sales.

From what I hear coming out of the planning office we'll be able to repay you in several ways soon. So many special projects to make gaming in Australia better, bigger and cheaper.



David Griffin

Sorry for the delay in issue 4's release. What we have done, to make sure we are out on time every month (at the beginning) is to ignore the September issue, and go straight to October. This will mean that instead of being out late in the month, we will be out at the beginning.

To all of our subscribers, don't worry about missing any issues. Remember, you have subscribed for 12 issues not 1 year.

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WARHAMMER'S — REVIEWED

By M.J.Wilson

The Warhammer series of games are undoubtedly some of the most successful wargames of recent years, while still not as comprehensive as Advanced Dungeons and Dragons the Warhammer games are seen in the marketplace as possessing a new vitality and energy that is lacking in many of the older systems.

In this article, I will attempt to outline some of the features of the Warhammer series that are making it increasingly popular.

Compared to first edition Warhammer, the granddaddy of them all, the rules are a joy to use. Basically the whole game revolves around a simple D6 roll, modified by the attacker's weapons skill, and the victim's defences. Once the shot or blow has hit, a chart is consulted, which gives either a damage result according to the relative strengths of weapon and armour.

This approach to combat, which is used for both Warhammer Fantasy Battle and Warhammer 40,000 (40K), is extremely simple, which means that in 40K for example, the actual rules take up only a fraction of the volume, the rest of the space being taken up

with peripherals to combat such as Psionics, background, and a handy painting guide.

While the rules have not changed much since the first edition Warhammer all the peripheral items, such as points values and the like, have. This means, in effect that none of the three editions of the rules, nor the supplements for them are compatible with each other. This is exceedingly annoying, since it means that every time Games Workshop (GW) decides to release a slightly modified version, us poor gamers have to shell out another \$60.00, or miss out on all the new rules. This is a great way for GW to make money, but it would be so simple (and much nicer) if they would release a rules update supplement as well as the new version. Still, I suppose that's business.

The systems used in Fantasy Battle and 40K are simple to use and learn, and for the most part are condensable onto two or three pages of charts for ease of game play. Unfortunately the rules system has generally not developed far enough from that of the parent game, to really class it as a role playing game.

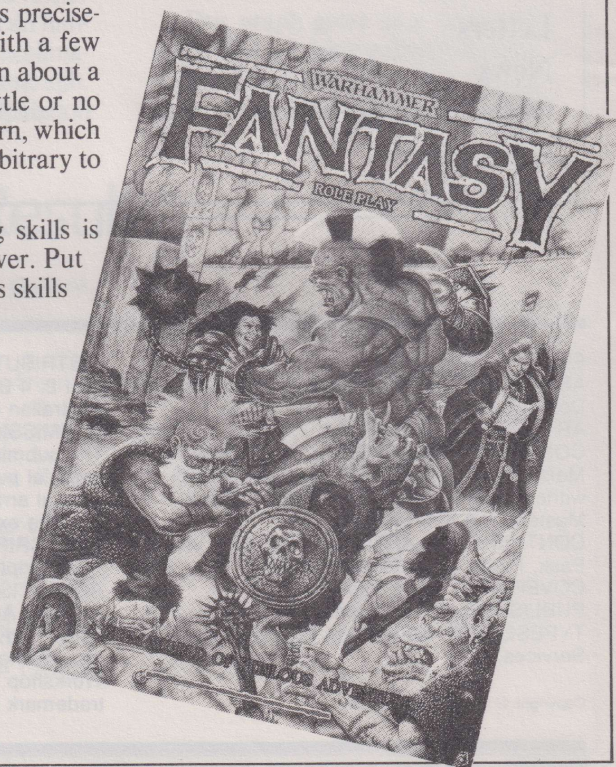
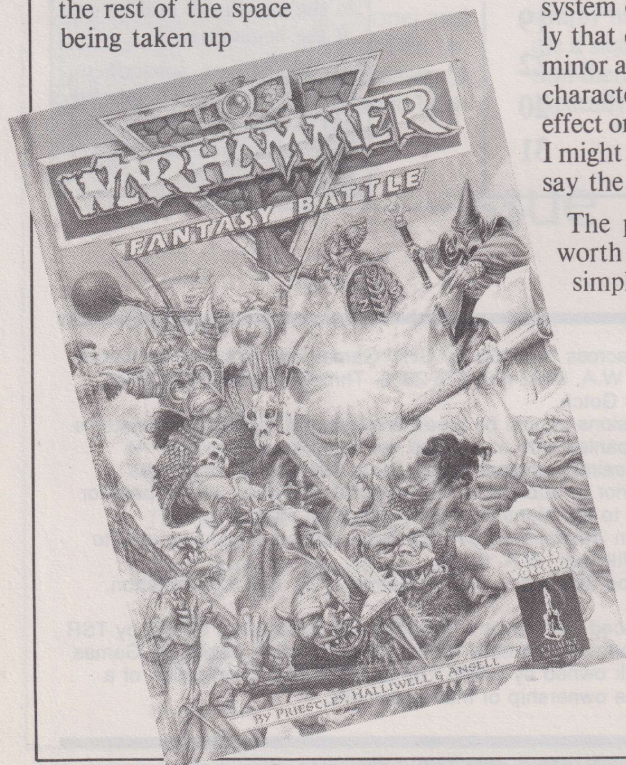
This is particularly evident in the system of Statistics, which is precisely that of Fantasy battle, with a few minor additions. Information about a character's attributes has little or no effect on the skills he can learn, which I might add are extremely arbitrary to say the least.

The process of allocating skills is worth a second look however. Put simply, once a character's skills have been

rolled, he or she may choose from one of four broad areas, and from there his career is determined randomly. This is fairly unsatisfying. As an example, let us follow the career of a Dwarf, Grimalkin Lackwit. Fairly early on, his player decides that Grimalkin will be a Warrior, fine. Dice are rolled and it turns out that Grimalkin is a Labourer, all he possesses is a cut lunch, a largish stone hammer and the clothes he stands up in. From there the possibilities are endless. Grimalkin can become an Artillerist (if he has been lucky enough to roll Engineering or Carpentry), someone's Bodyguard or a Footpad... such a wide career choice.

Luck should not play such a part in the generation of a character. Grimalkin's friend the Elf has become a mercenary, and he has armour!!

The combat system on the other hand uses a Why-Didn't-I-Think-Of-That system in which the attacker rolls percentile dice to hit, and if successful, reverses the order of the dice to determine hit location, the diagram for which is reproduced on every character sheet. This is beautiful in its simplicity and is very easily picked up even by beginning players.



All in all, Warhammer Fantasy Role Play is not developed enough to be a true role playing game, and it shows that GW has not developed from the boardgame phase of its evolution. As a Lungfish is basically a fish with legs, WFRP is basically a boardgame with skills, and a new combat system.

However, it is not so much the inherent goodness of the systems that are causing them to be so popular as the change of attitude that pervades them.

Before Warhammer, fantasy games seemed (to me at least) to be far too serious in their simulation of things fantastic. For example, Chivalry and Sorcery is far too pedantic about all the little details of mediaeval life, and yet failed to bring out the nastiness of life in the middle ages. Let's face facts, life as a mediaeval English peasant was no joke. Warhammer Fantasy seems to bring this to life by its presentation.

Similarly Warhammer gives us a different perception of Orks. WFRP makes Orks a lot more human, so that finally orks have attitudes other than "Kill the Elf". The world of Warhammer is also a lot more humorous, which makes a refreshing change from all those so-called "simulation" games such as the much maligned C&S.

40K is obviously a logical extension of Michael Moorcock's "Hawkmoon" series of books. The evil emperor, in a life sustaining cocoon, and the legions of fanatical xenophobic soldiery, all wearing masks are obviously the source for Mr. Priestly's vision of Warhammer 40,000 and present a very dark vision of the future.

This aside, Warhammer generally utilises a fairly standard setting. No matter how you view it, it all boils down to the humans and their allies against everybody else.

The big advantage that most people see with the Warhammer family is that once you have played Fantasy battle and gotten familiar with the rules, then you can dive straight in and play 40K without mucking around reading another rulebook.

To a large extent this is true, which in my humble opinion is a good thing. The only problems that may occur are apparent when you consider that third edition Fantasy Battle is a later evolutionary stage of the game than 40K. however the vast majority of the rules remain unchanged.

To my mind, the largest problem involved with playing the wargame parts of Warhammer is in the acquisition of the large number of miniatures required. When a five pack of Orks costs \$11.95 and forty orks are needed to build any reasonable size army, plus heavy weapons and other accessories, then the game moves out of the hobby bracket and into the 'lifetime's work' slot. This is especially true with the younger gamer, who simply does not have that sort of money to spend on his hobbies.

Admittedly the miniatures are very nice, but for \$11.95 I can buy ten 25mm Figures produced by any other maker, which look almost as nice, and do exactly the same job. To a large extent I think that the game is a marketing gimmick designed to sell Citadel miniatures, which I have to admit is perfectly reasonable.

The problem of costs only applies to the Australian market because there are no Australian Citadel production facilities, consequently the only miniatures available are imported from the UK and therefore subject to the Australian government's ruinous import duties.

If Citadel miniatures were to establish either a franchised operation in Australia, or even open up a factory here, I am sure that many more people would be attracted to buy their products.

The cheapest way to play Warhammer is almost certainly to play 40K.



Plastic space marines just have to be the coolest thing since the Titanic sank. Put this together with the fact that the basic subunit for 40K is the ten man squad, and we have a playable, squad level game for less than \$40.00 this is quite good value for a miniatures game.

To a certain extent, the introduction of the fantasy regiments plastic sets helped Fantasy Battle along the road to cheapdom, but having to buy fifty miniatures in order to get the ten you want seems a little unreasonable to me. Why not just release packs of thirty Orks, Dwarves etc, as was done with the Skeleton Horde?

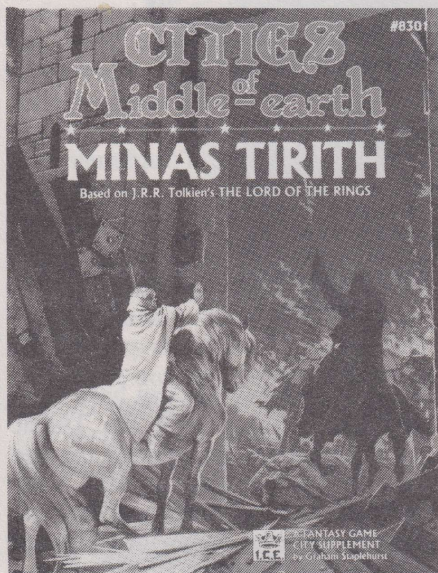
To summarise, I would say that Warhammer Fantasy Battle and 40K are probably as much value for money as any other wargame on the market. Nice packaging, artwork and layout make the books look good on the shelf, Nice miniatures, painted well make the game look good on the table. Easy to play rules make the game enjoyable.

However, if you want an advanced, easy to use role playing game, don't buy Warhammer Fantasy Role Play. The game has not evolved sufficiently far from it's boardgame origins to be worth the sixty dollar investment. While the game has merits, they are not sufficiently developed enough to make it superior to even a good first generation game, such as Advanced D&D or Runequest.

Reviews

MINAS TIRITH

By I.C.E
\$29.95



This would have, in my opinion, the most stunning piece of cover art yet released. I can see it opening new paths in the world of fantasy covers as I.C.E steps into the main arena of game publishing. To explain: There are several tiers of company status within the games world. The first tier contains such greats as TSR and Games Workshop. On the second tier sits a collection of companies "who have almost hit the BIG time". I believe that if I.C.E continues with productions such as this then they will certainly find themselves entering the main arena quite soon.

The content is well covered, maintaining a consistent style, throughout. The artwork inside is OK, but I think this is an area in which I.C.E can improve. My only other real complaint is the typesetting. If companies are to grow, if not just survive, in the new climate surrounding the game scene of late then they must be graphic. That is, make each item they publish a visually appealing proposition. This

has been done with the cover, but one feels it could have continued within. To illustrate this point I would place the Games Workshop material as example.

To get into the content, however. It appealed to me intensely and I think full justice has been given to the fair city of Tolkien's imagination. It is useful not only for use within the arena of M.E.R.P or RoleMaster but in any Fantasy Game, making a wonderful background. Within lay a myriad of adventures for your players, all well described and consistent. Where I believe it leaves other fantasy city settings behind is in that consistency. It is not a randomly generated city as are so many others.

So if you've been glancing around, looking for a city to flesh out that campaign then Minas Tirith is probably worth a good examination.

Overall-8
Reviewed by Mark Hendley

REBELLION

MegaTraveller Sourcebook
By GDW
\$19.95

Hmmm... The name sounds familiar somehow. Some of you may know that we at Planar Games have been



working on a game for the past three years called Rebellion. So when this supplement came out it we thought it natural that we would have to review it. Our first reaction was "lets tear it to bits", but we then thought we would give it the review it deserved.

The book comes in the same pleasant soft back format as the other MegaTraveller releases (a pleasant change from the original Traveller). It is a sourcebook of the rebellion that has torn the third Imperium apart. It covers the time the events happened, and the effects of the events. It also gives background on the thirteen factions, and all their respective claims to the throne.

As a sourcebook of information it serves its purpose well. But it does make some rather general remarks about why a rebellion takes place, how it takes place, how it is fought and how it is concluded. Because of this it limits the scope of campaigns to be rather narrow and clean cut. This though puts MegaTraveller in a similar science fiction group as Traveller.

Some sections of the book which were well done were the sections ex-

plaining the fleet structures of the various navies. Others were the army structures, racial descriptions and equipment descriptions. The best area covered though was the effect that distance had on communications within the Imperium, particularly when the assassination was carried out. This reminded me of the troubles caused by distances — made all to clear in Battletech (ComStar's power is a direct result of them holding control of communications). Not that your average referee isn't aware of the time delay caused, but to have written down in a book when someone recieved the message, and if it is likely to have been altered in transit, is very convenient.

Overall the book was well done, though it only gives a general background for general views. Not giving any detailed information for specific worlds (this would have been good for Capital and Terra). The book definitely will be of aid to any one who would like the background in one place, but for any MegaTraveller campaign it is not necessary.

Overall — 6
Reviewed by Colin Taber.

STOP THIEF!

The Thieves Guild — for all Fantasy RPG's

By Colin Taber

This article will attempt to explain how and why thieves guilds work, are set up, and what they actually do. This article merely represents what I imagine thieves guilds are, in your world they may be less important and powerful, or, perhaps more.

WHY ?

The general setting up of a thieves guild, its founding leader and its power base are easy to pick. The hardest point is to spot the moment of evolution, the very extent of its influence and the speed of the power grab undertaken by the leader of the guild.

Someone has to gather the wealth, and control the wealth. This someone, who usually is one tracked in their greed is the Guildmaster or Guildmistress. They know through experience (they are usually high level thieves or assassins) that some sort of control has to be put on the dark and shameful activities of every town or city. If no control is used the crime problem will sooner or later be completely exterminated by the local forces of law, or the town will disintegrate into a chaotic mess. If the latter happens the thieves would find themselves with no work, because there would be nothing worthy of stealing (how many merchants are going to visit a hell hole).

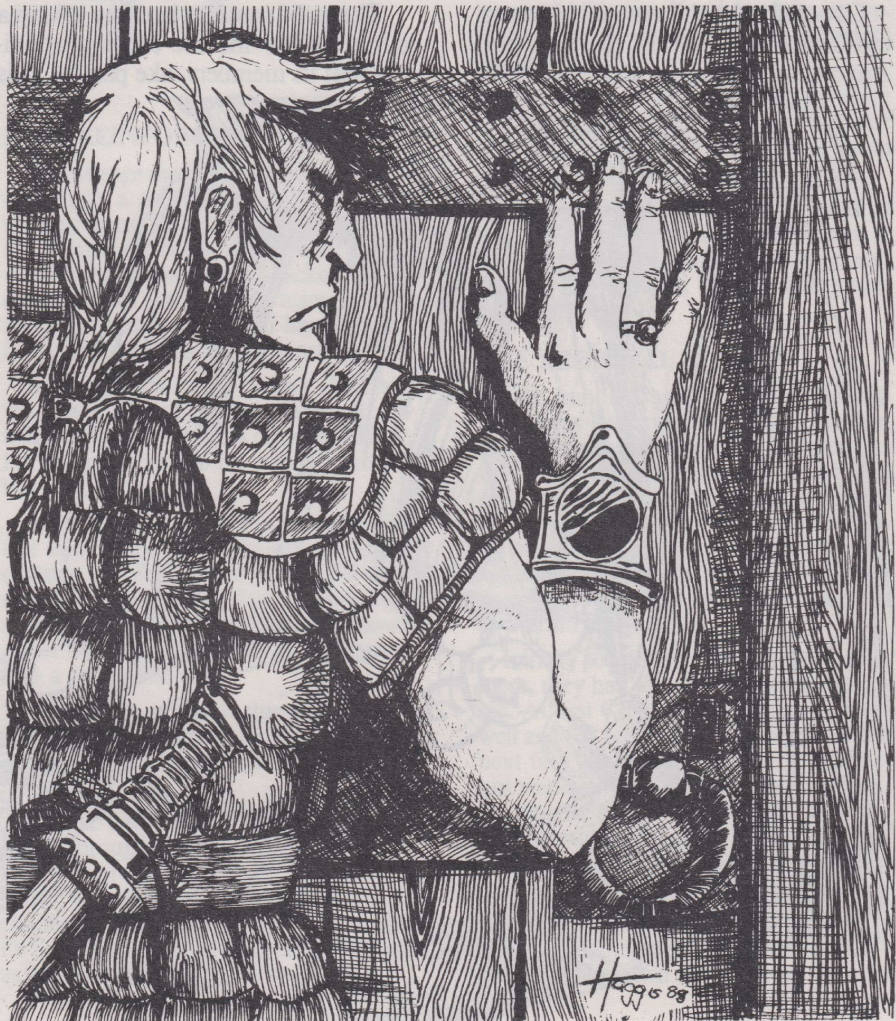
This and one other critical reason will see the establishment of a local thieving guild in any large town or city. The other reason for the establishment of a thieves guild by a towns thieves, is that eventually if they don't do it the thieves guild from a nearby town will set up an 'office' in their town. The local thieves aren't going to want to work under a 'foriegner', nor are they going to support him. The eventual formation of an independent guild before another can set up an outpost is inevitable. This is most likely to be done by an intelligent thief, who has enough experience to know what

is likely to happen if someone doesn't act soon enough. Once set up the guild will get into its' day to day business. The main purpose of which is to 'regulate' crime. This does sound strange, so we will now attempt to uncover what we actually mean.

If a city has too little crime there is no problem. If a city has too much crime there is a large problem. Merchants will not want to go to a crime infested city if less crime ridden cities are in the area (which is likely). This means in effect that no wealth will be coming into the city, this also means that there will be an exodus of middle through to upper class families, as the city attains a bad name. So, not only is money not coming into the town, but it's leaving as fast as it can. Basi-

cally, such a town, in such a state, will revert to what it started as: a fishing village or a mining colony. To control the amount of thieving a guild will be set up. Not in an attempt to save the town, but just as a natural social evolution. This type of evolution will happen in all societies, todays versions though are far more organised. Todays version of a 'thieves guild' are the highly organised Mafia, Yakuza or the Triads. All these organisations are supposed to be involved in this and that. But, you wouldn't know it. You never see a member of these organisations (well, mostly never), but we all know they exist. This is just how a thieves guild operates in a fantasy world.

CONT. OVER



WHO ?

The original Guildmaster is often a thief or assassin held in high esteem by his fellows. Usually of high level and high charisma, and thus being able to martial a towns thieves together in one organisation (compared to the messy scene of street gangs). After the organisation has been around long enough to have had a few Guildmasters (30-50 years), it is possible, but not common for people who aren't usually associated with thievery to fill the position. The Guildmaster may sometimes be someone in a completely different position. Sometimes a crooked merchant, or a member of the town government. Though, masters of these areas, or for that matter any area not involving thieves and assassins will constantly have to put down threats to their leadership.

Good models for a guildmaster are people of the same calibre as the captains of pirate ships (basically unpleasant people-who like to hurt other people).

WHAT?

Generally the thieves guild keeps a tab on the activities of its members. Anyone taking part in illegal activities

must join the thieves guild, usually with death, maiming or giving up their trade as the cost of not doing so. Such a price seems rather steep, but if a thieves guild allows non-members to actively ply their trade in the guild's territory, the guild will lose its members. The reason for this mainly being that the thieves and assassin members will then no longer have to pay a commission, licensing fee or a membership fee if they work independently. After all the guild looks out for the thieves of a town as a group, and usually has little affect on an individual thief. This is why independence is attractive compared to a fee and commission guzzling guild.

Any thief or assassin who is seen plying their trade in a guilds territory, when they are not a member will usually find themselves in the guilds meeting place. While there, they will be asked to join, if they don't, it is quite likely they will pay with their lives (or perhaps be used as cannon fodder).

HOW THEY MAKE A PROFIT

The guild sustains itself by taking a cut in all the 'income earning' activities that its members take part in. This

cut, of usually between 10-50% seems a lot, but once a guild has been set up there is no tearing it down, or working in its area without its permission. Some of the greedier guilds that operate in the large cities often use a system of licenses, which basically is used as an I.D. card, with the one purpose of generating more revenue. These guilds often practically run the city they are stationed in.

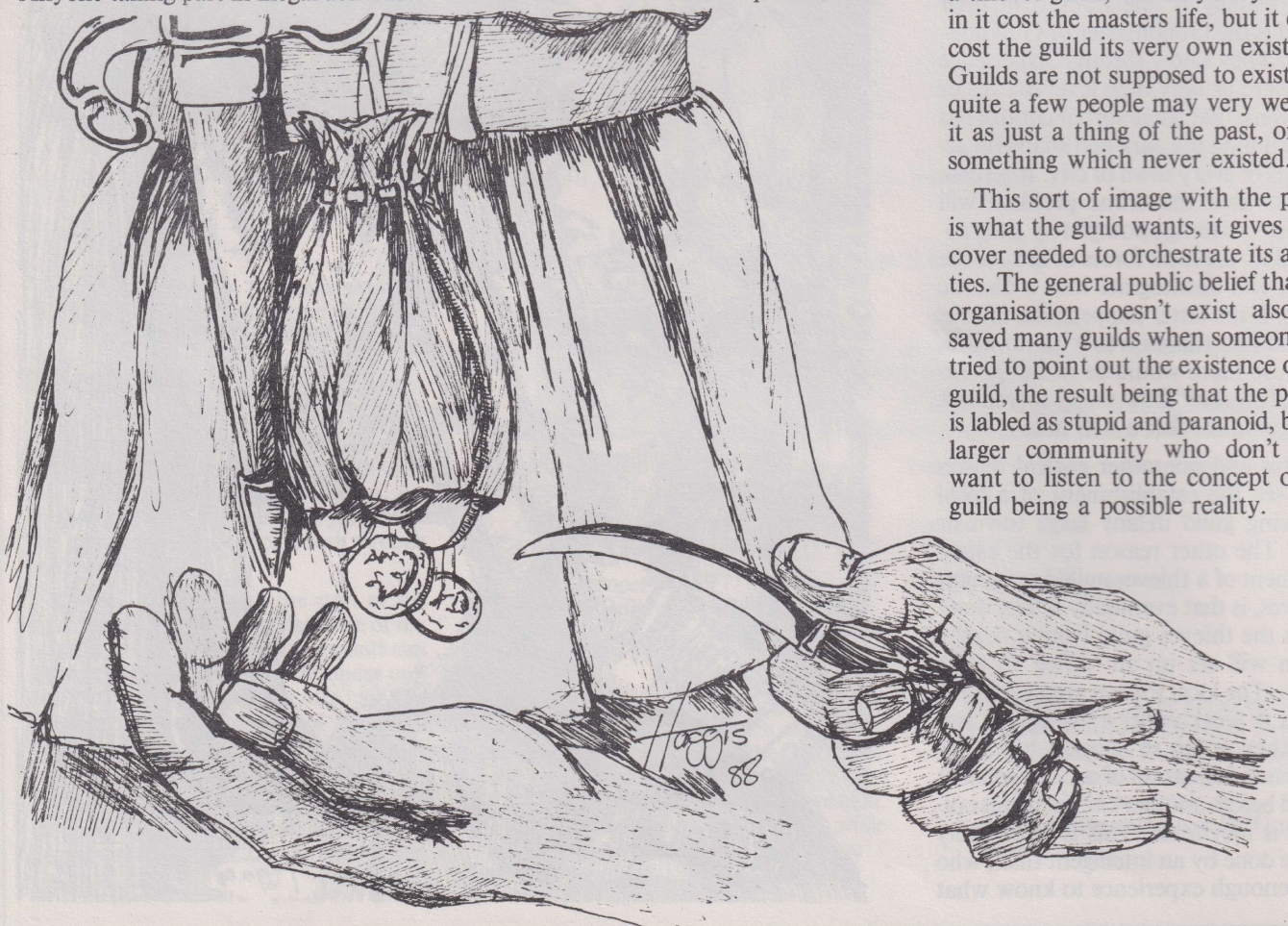
Another fee inflicted on members by almost all guilds is a membership fee, which is also a bond of safety. This safety guard talked of is brought about by the guild law that no member may assassinate another member unless he or she has the guildmasters consent.

Another source of revenue often used by guilds is the charging of protection fees to traders, so there stalls, merchandise and they themselves will not be damaged. On top of this fee in some of the large cities goes an immunity fee which gives the trader protection from the loopholes that exist in the protection fee arrangement.

HOW THEY PROTECT THEMSELVES

Security is a very valuable thing to a thieves guild, not only may a lapse in it cost the masters life, but it could cost the guild its very own existence. Guilds are not supposed to exist, and quite a few people may very well see it as just a thing of the past, or just something which never existed.

This sort of image with the public is what the guild wants, it gives it the cover needed to orchestrate its activities. The general public belief that the organisation doesn't exist also has saved many guilds when someone has tried to point out the existence of the guild, the result being that the person is labled as stupid and paranoid, by the larger community who don't even want to listen to the concept of the guild being a possible reality.



WHO JOINS

Any thief or assassin operating in the territory of a guild are expected to join. Membership has its cost, usually of between 3-60gp (3d20) though this depends on the wealth of the area. Some of the larger cities have an independent assassins guild, this guild will normally have broken away from the thieves guild so hard feelings will exist between the groups. These hard feelings though will be hidden the majority of the time, as work done together between the guilds is common. The head of the thieves guild will usually still be free under the laws of the thieves and assassins guilds of assassination, or any other form of foul play.

The costs of memberships, and the possibility of other charges being incurred is covered in the 'how they make a profit' section. Sometimes open war erupts between the thieves and assassins guilds, this is usually brief (though truly decimating) as neither of the guilds would want the general public, or the upper classes (which usually govern the town) to become aware of their control over towns, as well as their very existence.

SECURITY

This is of course one of the most important parts of any guild's infrastructure. If someone critical in the administration is caught, and worse 'blabs', the entire guild could be 'in a bit of a spot'. To stop such things happening basic security is used on every possible level. Only the Guildmaster will know the names of every member (will be able to know, it's not likely he'll memorise a list). Below him will be at most half a dozen advisors, then a level of experienced thieves (4-8 level), and below them the ordinary street rogue and bandit.

Most of these basic guild security measures include simple measures as not knowing many other members (thus, limiting the number of people he can identify) and passwords for entrance to meetings and missions. Other more rare forms of identification include tatoos, or imitating sounds as signals.

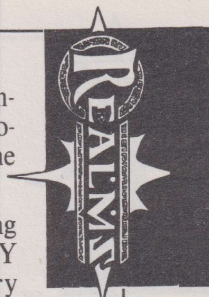
SOMETHING SINISTER

Any guild, but most often a thieves guild, can be caught up in more than just smuggling, poaching and coordinating theft. It is very possible that

the larger guilds find themselves being dragged into politics, or the politics of the unnatural.

If the group is playing **WARHAMMER FANTASY ROLE PLAY** it is very possible that the local (powerful) thieves guild is being seduced by the forces of chaos. The aim of the seduction being to infiltrate the local government, through, and with the help of the guild. This sounds similar to the idea behind 'The Enemy Within Campaign', and can be adapted to make a powerful and extremely dangerous opponent. If you were setting up a campaign think of how hard it would be, even for the most experienced characters to clean up and expose a city or town which is controlled by an alliance of a chaos warped thieves guild and Skaven or Beastmen.

Such campaigns don't have to be limited to WFRP. MERP would also be a good setting with the dark forces of Mordor slowly manipulating thieves guilds in surrounding cities. But once again these campaign themes and ideas are adaptable to any system.



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THUMP, CRUNCH & SPIT

A BATTLE FOR BEGINNERS

A Fantasy Battle using the basic rules of the Warhammer Fantasy Battle third edition. Involving two sides, one of Dwarves, and one of Orcs.

By Steve Masters

The body seemed to fall for an eternity, it skidded along the cliff face and finally bounced on the rocks at the bottom of the canyon. Then it was still. The dwarves looked in disbelief, their leader lay dead with an arrow in his neck, and a dozen in his back.

They heard coarse laughter from above, turning to look they saw at least five score orcs starting to line their bows on them. The dwarves ran for cover some throwing their axes, each finding a target. Tharin was hearded into a cave by his mother, this annoyed him as he cursed her. For he was young by

Dwarvish standards, but still not too young to either watch or take part in the battle. Perhaps one of the reasons he was so angry was because he knew, while staring out of the dark cave, that he would be the last male left in their family after the battle.

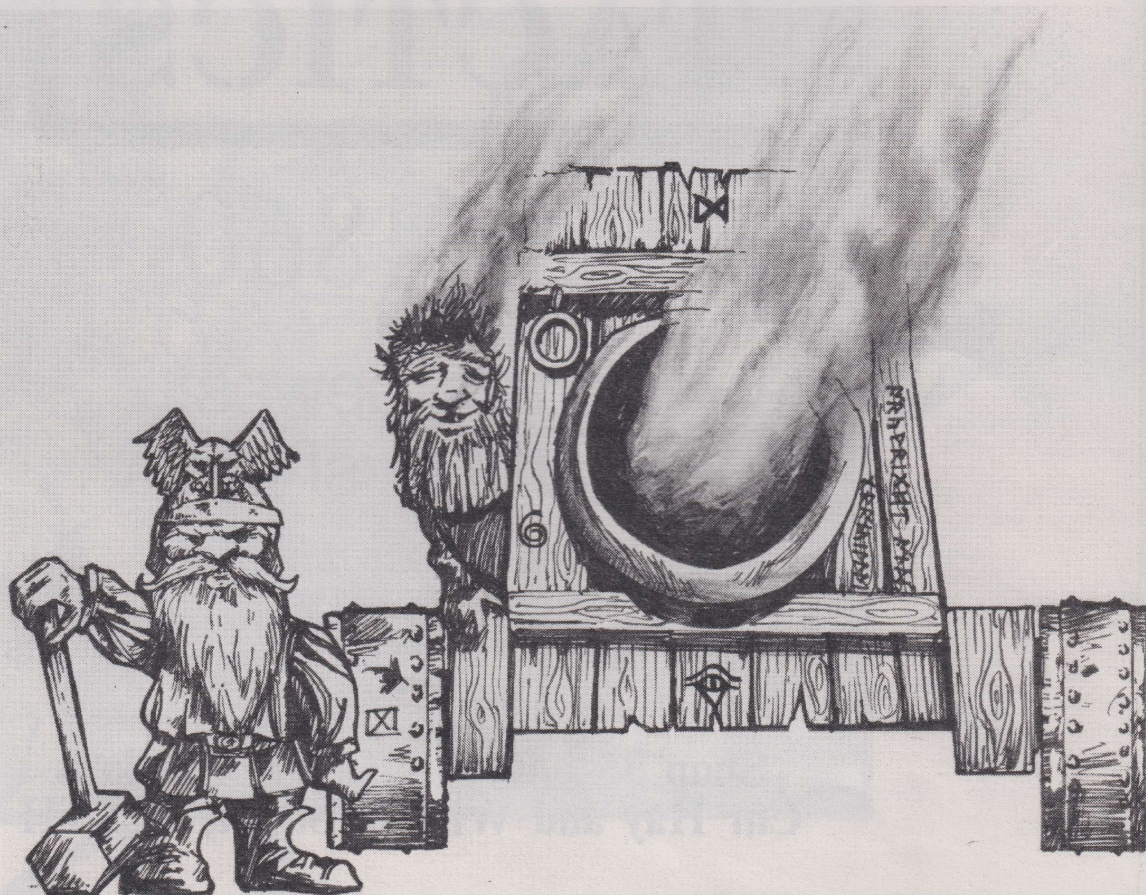
By the end of the day the ledge was red with dwarvish blood and scarred by the twisted corpses. Tharin thought of his father at the bottom of the canyon, he thought of his mother, nursing his dead brother. He vowed revenge.

Then, when later through dwarvish law and custom he received his father's title and position (even though he was so young), he thought of how revenge would be extracted from the orc tribe. He hoped they would come back in the years to come, for more sport.

Tharin Redhammer balanced his mighty warhammer in his tired palms, waiting hopefully for the Orcs to pass through the valley. He and his clan had been waiting for this moment of revenge ever since that summer in the mountains seven years ago. Tharin spat with regret, he doubted the Orcs would remember his clan. But what was important was that his clan remembered them. Licking his lips, he suddenly heard the disorderly marching of the approaching Orc tribe.

PLAYERS INFORMATION

We don't have the space to give you player handouts, or seperate maps, but this only creates minor inconveniences. Both sides are aware of each other, so they both can (final decision to GM) see the deployment map.



DWARVES: You are not in a good mood. These rancid faced Orcs have not come back since your last battle, and the truth is you weren't expecting them. The fact that they are here is merely good luck, and what luck! You've been thinking of grinding their skulls in your forge, and what fun that will be.

Even though you don't like the idea, you realise that the woods along the edge of the path is your best hope for a speedy victory. You curse to think that you didn't send for the help of the nearby wood elves. The woods would have been a great bonus combined with those wimps!

You're a bit annoyed though, since even though you have known of their approach, you are still not ready. You find the last report of their approach was very wrong, and all of a sudden they are seen very close and approaching. Your force is divided into three parts, but you know that your hammer will carry the day.

ORCS: You were busily on your way west in search of some senseless violence, when ahead you noticed some movement in the woods. You think it highly probable that they are dwarves, mainly because you think you saw their banner amongst the trees.

You thought the best plan of attack was to use all your tactical knowledge. So, basically your going to go ahead and wait for them to 'surprise' you. Then you'll use all your valiant experience, and hack them to pieces. The idea of putting some archers on the hill to the your left springs into your mind. You won't have time to send many, but perhaps enough.

GM's INFORMATION

Before you referee this battle please read the sections on how to define the winner in the sections 'Setting Up The Forces' and 'The Winner'. The battle is straight forward to run, and do note that previously we said 'for use with the basic rules' we meant that is all you need to know for this battle. Not that you can't use the advanced rules or magic.

The dwarf forces seem to have an obvious advantage compared to the Orcs, to account for this the river will divide the dwarven forces. At most only 250 points worth of dwarven troops can stay in a wooded area. This does mean the dwarven forces will be

divided into three groups. Probably, the set up will be two groups in the two woods (of 250 points each) and the remainders on the hill. The Dwarves are not entirely ready, and thus we have the divided forces.

THE AREA

The scene of the battle is at the foot of the world's edge mountains, the country is hilly, and there is only one true path. The Orcs are on their way to do some senseless pillaging in the civilised lands to the west. The dwarves have been watching them and planned the ambush over the past week (since the first sighting of the Orcs in the Dwarves territory). The Dwarves are quite patient in their wait, knowing this may be their only chance for revenge.

The path that the Orcs are taking winds through the foothills of the mountains, ahead of them is a small area of woods, including two hills and a river. It is here the battle will take place. The Orcs have reason (only slightly) to believe that the area is not safe, and they may deploy 200 points worth of troops on the hill nearest them (hill 2). The Dwarves however are not aware that the Orcs have any idea the something is ahead. They will

deploy their troops in the woods or on the other hill (see the map for marked deployment area. The Dwarves will still think they have the complete element of surprise.

As mentioned earlier, the battle is taking place in the foothills, but the hills in the immediate area of the battle number only two. These two are the ones indicated on the map, as being close to the path.

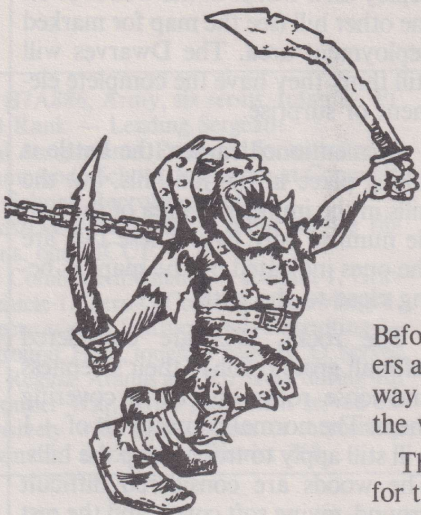
The rocky hills are considered difficult ground due to their steepness and loose rocks and earth covering them. The normal bonus to hit of +1 will still apply to troops atop the hills. The woods are considered difficult ground, giving soft cover, and the rest of the battle area is considered as normal ground.

The river is impassable, but the side stream is narrow enough to be treated as 'very difficult ground'. This effectively will cut the dwarf forces into two parts if they deploy on the hill and in the woods as the stream flows between them. This division in the dwarf ranks could cause quite a problem after the initial turns.

SETTING UP THE FORCES

The Orc side will be able to spend 600 points, while the dwarves will also spend 600 points. An alternative to the system where you add up the point totals at the end of the battle, and see who has the most (-the winner) is shown below (in the winner section).



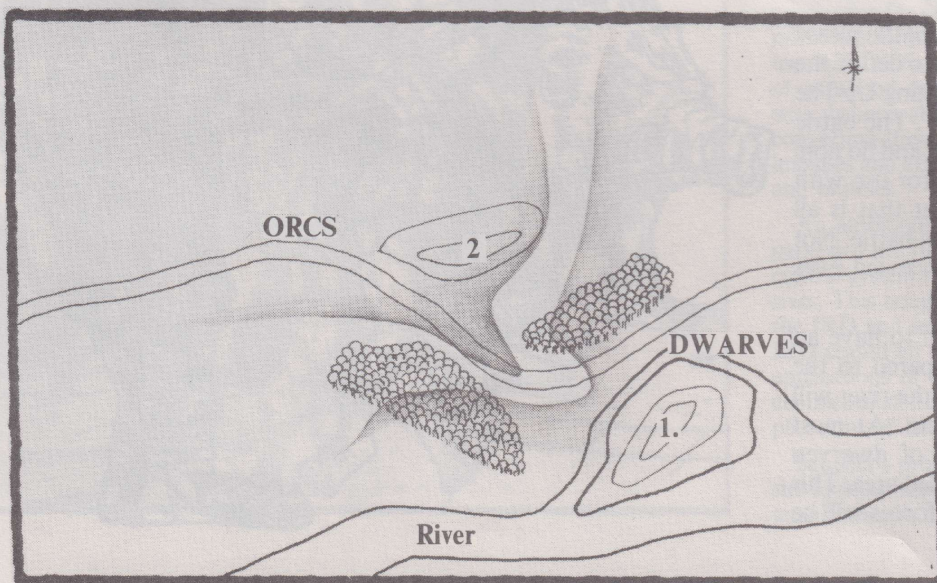


Before the battle has begun the players and the GM should choose which way they are going to use to determine the winner.

The deployment areas are shown for the Dwarves and the Orcs on the map. The Dwarves have hill 1, the woods and all the land the the right (west) of these. The Orcs have the area indicated on the path, they also have hill 2 (the closest hill to them), though the are only allowed to put 200 points worth of troops there.

THE WINNER

If all the orcs are killed or routed by the dwarves, the dwarves will consider that they have won the battle, and settled the score. If the orcs make it through the valley and rout the dwarves they will consider that they have won the battle. With the possibility of them chasing the surviving dwarves to their mountain strongold as a future scenario. This could lead on to an interesting seige with boths sides calling upon reinforcements (see **WARHAMMER SEIGE** for appropriate rules). This 'storyline' can be inserted into almost any campaign you are running with little difficulty, mainly due to the small size of the combatants involved (600 points will not get you a large army).



WHAT DO YOU MEAN? THE INQUISITION



By M.Adler

A look at the nice people in charge of our purity.

In the beginning there was the inquisitor... He made pure the enemies of humanity, but for whom — besides the emperor — has the right to judge — Ex-inquisitor Smythe.

Inquisitors in Warhammer 40,000 have an immense amount of power, and rightfully so. Even though they go through very thorough screening, it is possible for some to be, or turn bad. These agents will be ruthless in judgement, purging when THEY think it is necessary, and when THEY want to.

This article will add some colourful background to any Warhammer 40,000 battle, or campaign. But it definitely is best used in skirmishes using inquisitors, or revolutionaries. Another good use is for one of the many Warhammer 40,000 role playing campaigns that have been set up converting the rules of Warhammer Fantasy Role Play to the forty-first millenia.

We all know that the vast majority of inquisitors follow whatever they are told to do by the Master of the Inquisition, and consequently the emperor. But over time some of these people will start to realise how much power they wield, and then it will not take long until they start abusing it.

Corruption exists everywhere, the emperor and his immediate offices is more immune to it than most, but it

still exists nonetheless (WH40K p142 'administrative inefficiency, incompetence' — this proves to you corruption does exist). Eventually it will come to pass that even the most loyal inquisitor will start to take advantage of his position. It may be used as innocently as jumping to the front of a queue, or as deviously as getting some drug supplies for either personal use, or for a friend.

The chances of corrupting are not great due to the loyalty required (that is, corrupting to a degree worth noting). But as the below table shows it can happen, and is more likely to as the length of service increases. This is just a result of realising and then using for personal benefit the power they wield.

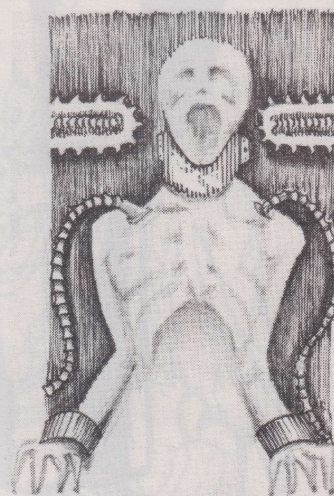
Number Of Years In Service	Chance of Corrupting
1	0.001%
2	0.01%
3	0.05%
4	0.1%
5	0.5%
6	1%
7	2%
8	3%
9	4%
10	5%
11	6%
12	7%
13	8%
14	9%
15	10%

The degree of corruption is determined on the below table, but for the majority it encompasses very minor acts. These minor acts entail stealing paper clips from the office, and photocopying mysterious books at work.

D6	Severity Of Corruption
1-3	Minor
4-5	Medium
6	Severe

MINOR — Inquisitors who indulge lightly in corruption mean no harm in it. Their actions usually only go as far as getting a job for a friend, or in some hard up areas (just about everywhere) supplying friends with food packages, money, equipment or whatever is needed.

MEDIUM — Corruption on this scale includes embezzelling, theft, letting people off purging, purging pure



WAIT FOR ISSUE 5!

Some changes are on their way!

• miniatures • columns • mascots?

people, filling in fake records and destroying correct records. These sort of people are prepared to bend the rules to help a friend or remove a personal enemy. Regardless of whether he or she is an enemy of humanity.

The idea of twisting a command, or labelling someone as a mutant has no meaning (stirring no mercy) to them.

To them it is just a job. They still usually feel loyal to their emperor, but they think that what they do will not get noticed in the scheme of things, and therefore it won't matter if they take more than give, during their service to humanity.



SEVERE — This level represents an inquisitor who is prepared to do anything (actually, its a wonder he retains his post). Ordering, authorizing or taking part in a mass execution would not bother a person of this moral standing (infact he's probably already done it a dozen or so times). These people are truly warped, with their years of long service taking their toll. The person will consider anything as long as it follows loosely along with their mission and their wants.

A good example of an inquisitor who is currently being investigated for alleged corruption is the man who was sent to kill a small group of revolutionaries. He authorised the destruction of a large part of the city, and then it was later discovered that he had 'apparently' made a mistake with the spelling, causing the deaths of over 100,000 citizens, and missing his original target of fifty people by twenty light years and several solar systems. This, needless to say is an extreme case of a inquisitor who can be classed as **SEVERELY CORRUPTED**.

Being of this category can have some detrimental effects on the loyalty of an inquisitor. The most notable example of this being during a battle or raid. If the Imperium's side appears to be losing the inquisitor will not hesitate to change sides, making sure in this case that all the marines or Imperial Army troops are killed so there is no one who can testify against him.

For those of you who are thinking it is impossible to corrupt, or to find a corrupt inquisitor, think of it this way: after fifteen years of service, and seeing how much power they do wield, there is only a chance of less than 2% of being corrupted to a severe degree.

Some people who follow and try to eradicate the corruption, put forward

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the theory that the inquisitors that have fallen prey to their wants should have been bonded all those years ago with their emperor. This would at least have stopped alot of the corruption, even if reducing the number of inquisitors. They are sure that one of the many creatures of warp space has bent them to its will, and that it is not just innocent corruption on behalf of the inquisitor.

Now that we've straightened out the inquisition let's start using it!

Overall the inquisition investigates, searching for the wrong, the irregular, and the mutant. Once found, once uncovered, they are cleansed by the servants of the emperor, the inquisitors.

This sounds all very nice, but it can't be that simple, nothing ever is (see Murphy's Law). The first valid point to show itself is that after spending years purging the Imperium of that, that is unclean, surely this is going to have and adverse effect upon the person in questions' psychology. Perhaps they won't roll around on the floor singing nursery rhymes, but you could find them having extreme problems distinguishing between human and mutants. This of course indicates the beginning of deep problems.

If the Inquisitor in question is a Psyker (50% chance) there is a reasonable chance that they will think the inquisition is wrong. They will know the purpose of the inquisition is to keep humanity safe, but it is quite possible that they will eventually feel that they are safe, and they are a Psyker. Therefore the human race would be safe as well, if left to develop the mental powers that they unknowingly harbour. This leads to self doubt, and could see an inquisitor become a

agent for one of the many secret cults, or revolutionary groups that exists.

If a Psyker from the inquisition realigns himself with a revolutionary group it leads into a very dangerous situation for both sides. On one hand a revolutionary group has lots of knowledge about the workings, tactics and procedures of the inquisition. But on the other hand the Imperium now has to put all its local resources into finding the ex-inquisitor, due to his knowledge of the imperium, its workings, and the fact that he is a disciplined Psyker.

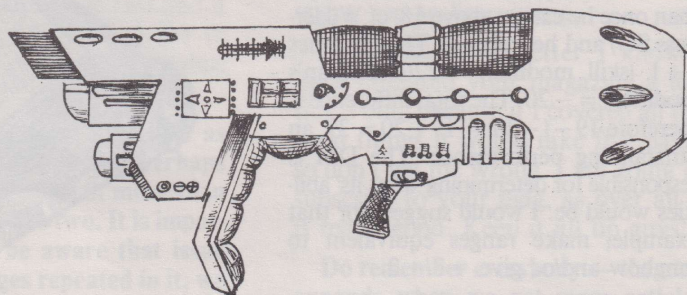
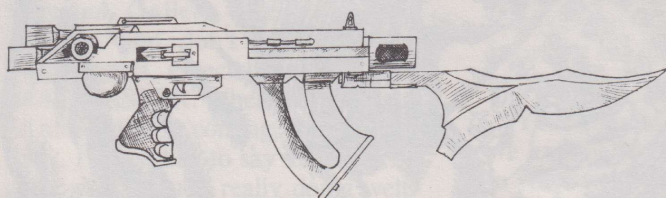
This sort of situation often results in a rather large battle between the forces of each others sides. It involves a couple of squads of marines and a couple of score of the freedom fighters. The freedom fighters, even if outnumbering the marines will usually lose, unless the ratio is very large in the freedom fighters favour. The main reason for this being that they are terribly equipped, with hardly any weaponry, and no armour to speak of.

Due to this corruption the Imperium has a large burden to bare. Costly battles with its own citizens, which are usually either in groups controlled by inexperienced Psykers, or even worse an entire group of Psykers. One of the most notorious battles between a squad of space marines and a large group of Psykers, fighting for independence. Took place on an average planet, but during the battle, with so many undisciplined Psykers trying to use their mind powers several astral hounds came and attacked, then took away some of their number. This experience cost several of the combatants their sanity, and nearly all their lives in the confused cross fire that followed.

The above example brings the possibility of danger to an inquisitor being involved with undisciplined Psykers to new heights. If an entire host of warp creatures were to materialize in the groups base using the inexperienced Psykers energy to do so, the inquisitor (if psychic) is himself endangered. These possibilities, as well as investigation into his alleged corruption by the Imperium offices will quickly see that (severly) corrupt inquisitors will not last long, either leaving the Inquisition organization through being imprisoned, or dying.

The removal of inquisitors by the Imperium is often called 'storage' or 'treatment'. Inquisitors who are targeted for storage are informed of their loss of title, and then removed. Removed from their job, and their society. They are often never heard of again, apparently going through a cleansing procedure with the emperor which usually ends in death.

The inquisition apart from this tarnish on its usually impeccably ruthless image still fulfills its job, which is by definition the protection of humanity. If in the years to come before the full emergence of the psychic human race the corruption is not contained, the end of humanity is a possibility. But if the corruption can be stamped out in its infantile state the inquisition will remain the most powerful (and just) body in the Imperium. Otherwise, the Imperium will become merely a thing of the past, remembered only by those who wish to forget, such as space Orks.



MORE THRILLS FROM NEW SKILLS

By Mark Hendley

The best improvement/update to emerge for the AD&D game was the introduction of Non-Weapon Proficiencies. These added a dimension never seen before, giving depth and uniqueness to characters. As soon as they emerged I set to work on expanding them as much as possible. Here I present the edited lists of such. All in all, about 200 skills are covered in the tables that follow. I will not cover the mechanics of using NW Proficiencies as this is already done in the Wilderness Survival Guide (being the latest book to contain proficiencies, I am assuming its rules are the more relevant). I will, however, expand on the mechanics with a few semi-optional rules. I say 'semi' because I feel that if this expanded list is used then it is relatively important to expand the rules and/or clear problems up.

1) To determine how well a skill has been performed: determine the margin between the roll and the skill level. This is a relative level of performance read as higher/better. eg: A Weaponsmith is preparing a sword. His skill level is 16 (due to a 16 str, his dex being a 14 and thus not counting). He has also bought the skill 3 times which gives him a -4 on the roll. This nullifies the +4 modifier that already exists naturally. He rolls a 5 which gives a difference of $16 - 5 = 11$. Assume that a 9 is average for such rolls and a 20 is excellent. If due to modifiers the roll difference comes out to be greater than 20 then the work is one of superb craftsmanship. The absolute pinnacle of such work would be at a difference of about 50. Another example: An elven bowmaker of great repute is making a shortbow. He has purchased Bowyer/Fletcher 12 times giving him a bonus of $(11 * 2) = 22$. His dex is 19 (because he has purchased the skill more than once he can go above 18, cf Wilderness SG) and he rolls a 2. This becomes $1 + 1$ (skill modifier) $- 22$ (craftsman's modifier) $= -20$. The total difference is therefore $19 - (-20) = 19 + 20 = 39$, an outstanding performance. The DM is responsible for determining what its' abilities would be. I would suggest for that example, make ranges equivalent to longbow and/or give $+2/+2$.

2) Included is a new table governing how players obtain their NW Profs. This gives a base amount of proficiencies gained each level. There is a special res-

triction, however. Characters must be certain levels to obtain certain proficiencies. This is determined by examining the number of slots required to obtain a skill and halving it (round up). The number left is the minimum level needed for that skill. eg: The magical skill, 'Transcend Armour', costs 12 slots to obtain. It could only be purchased from level 6 and up. Note: that magical skills are not 'magical' in nature as are spells. Rather, they are abilities that allow a user of magic to enhance his/her use of spells.

3) I have in some places made changes to the existing costs of proficiencies listed previously, in the WSG and DSG. This I have not intended as a slight of TSR's copyright. I've found it necessary to do so in order to balance the system, as presented here. Otherwise, using this system, it would soon be found that characters would have many more skills than a DM might desire.

4) Each skill is described with a very brief message. It is I hope generally clear enough but it is the DM's right to change any skill as he wishes. The statistics listed under the "Ability Used" heading in the main tables sometimes give more

than one stat (e.g. Rune Lore = Wis/Int). In this case used whichever ability is higher. Some tables cost some classes more than other classes. See Table 2 for the list of multipliers to be used. Also skim through the tables to get a general background idea of the skills listed. Note for instance that I have included specialisation (for fighters) in these skills. I would suggest it need be purchased by fighters. It does, I feel, tend to balance it out a bit more.

Before finishing I present a few special rules for some of the skills that didn't have enough room in the tables to be fully explained.

Special Note 1:

Warding/ This is a special combination of magic circles, runes, special symbols & various rituals. It will make an area difficult to pass by anyone who it is intended for. The greater the number (of types) of beings it is aimed at the more difficult it is. eg: a Ward to get Demons away from a room, or humans off of a bridge, etc. Any creature coming upon a warding aimed at it must save vs spells at -2. If they fail they must obey the



warding and keep away. The DM can make the saving throw easier/harder depending upon the success of the roll (see 'Note 1' above).

Special Note 2:

Channeling/ If successful at this skill the person is fully rested with respect to magic. That is they can relearn their spells (not having slept). There

must be a willing subject from where energy will be transferred. If the subject is a spell user then treat as if all their spells have been cast. If a non-spell user they will be mentally fatigued for 24 hours. They will suffer a penalty of 4 on any d20 roll, and 1 on any d6. This penalty is always used against the player. ie: -4 to hit, +4 on a proficiency, etc.



Table 1. Number of NWP for each Class.

Character Class	Starting Proficiency Slots	Slots gained per Level
CAVALIER	8	5
Paladin	10	7
CLERIC	15	9
Druid	12	7
FIGHTER	8	8
Barbarian	6	6
Ranger	8	6
MAGIC USER	20	10
Illusionist	18	9
THIEF	12	8
Acrobat	16	9
Assassin	14	9
MONK	20	7
BARD	22	8

	Lore	Religious	Combat	Magic	Subterfuge	Gymnastic	Sports	Arts	Crafts	Miscellaneous	Outdoors
CAVALIER	5.0	2.0	1.0	10.0	12.0	9.0	2.0	4.0	8.0	1.0	4.0
Paladin	4.0	1.0	1.0	8.0	10.0	9.0	2.0	3.0	8.0	1.0	4.0
CLERIC	1.0	1.0	3.0	3.0	4.0	5.0	4.0	1.5	3.0	1.0	5.0
Druid	1.5	1.0	2.0	3.0	3.0	4.0	3.0	7.0	2.0	1.0	1.0
FIGHTER	3.0	3.0	1.0	9.0	2.0	3.0	1.5	5.0	4.0	1.0	3.0
Barbarian	10.0	5.0	1.0	20.0	2.0	3.0	1.0	10.0	3.0	1.0	1.0
Ranger	2.0	2.0	1.0	5.0	1.0	3.0	1.5	7.0	4.0	1.0	1.0
MAGIC USER	1.0	2.0	8.0	1.0	4.0	4.0	7.0	2.5	2.0	1.0	6.0
Illusionist	1.0	2.0	8.0	1.0	3.0	4.0	7.0	2.5	2.0	1.0	6.0
THIEF	1.5	2.0	5.0	4.0	1.0	2.0	2.5	3.5	2.0	1.0	3.0
Acrobat	1.5	2.0	5.0	4.0	1.0	1.0	2.0	3.5	2.0	1.0	3.0
Assassin	1.5	2.0	3.0	5.0	1.0	1.5	2.0	2.5	2.0	1.0	3.0
MONK	1.0	1.0	4.0	5.0	2.0	2.0	3.0	9.0	1.0	1.0	4.0
BARD	1.0	4.0	4.0	6.0	2.0	2.0	3.5	1.0	2.0	1.0	4.0

LORE:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Ancient Lore	5	Wisdom	+6	Refers to 'Ancient History'. ie: from start of time.
Circle Lore	4	Wis/Int	+2	Used to research Magic Circles. See 'Circle Use'
Demon Lore	4	Wisdom	+1	Could perhaps discovered 'true-names'(extremely hard)
Devil Lore	4	Wisdom	0	As with Demon Lore. Both give general knowledge of.
Dragon Lore	9	Intelligence	+8	The spell-using 'true-dragons'. DM's must create.
Faerie Lore	3	Intelligence	0	Includes elves, leprechauns, pixies, sprites, etc
Fauna Lore	2	Intelligence	0	Is General to all animal life. Quite Detailed.
Flora Lore	2	Intelligence	0	Covers all Plants. More detailed than 'Plant Lore'.
Herb Lore	3	Intelligence	+1	Covers the finding and preparation of herbs.
Map Lore	2	Intelligence	0	Cartography and Topography. Also some Drawing.
Mechanical Lore	2	Intelligence	+1	Simple/Non-magical devices. Nothing too complex.
Metal Lore	3	Intelligence	0	Alloys and their uses & special metal treatments.
Metaphysics	5	Wisdom	+5	Understanding of the forces of magic.
Planar Lore	7	Wis/Int	+5	Planes & their interconnections/inter-relations.
Political Lore	3	Intelligence	+1	Covers systems of political control.
Poison Lore	3	Intelligence	+1	A Grasp of Poisons and methods of preparation.
Realm Lore	3	Intelligence	+1	Covers a Geographic Area. History, Politics, etc
Rune Lore	4	Wis/Int	+2	For researching new 'Runes'. See 'Rune Use'.
Stone Lore	3	Intelligence	0	Geology, Archaeology, etc. Very General.
Symbol Lore	5	Wis/Int	+4	To research 'Symbols'. See 'Symbol Use'.
Undead Lore	5	Wisdom	+3	A Ken of all Undead. How to destroy, raise, etc.
Warding Lore	5	Wisdom	+5	See Special Note 1.

RELIGIOUS/MEDITATION:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Awareness I	2	Wisdom	0	Lessens surprise by 1. Only on individual basis.
Awareness II	4	Wis/Dex	+4	Reduces surprise by 3 segments.
Chanting	1	Charisma	-2	Raises morale, of chanter, by 25% if successful.

Chirurgery	4	Intelligence	+4	Say 'Surgery'. Is Fantasy Non-Magical Equivalent.
Cleansing	2	Wisdom	-3	Removes sins, etc. Gives +10% morale (for 1 week)
Conversion	1	Wisdom	-2	Convinces someone who is interested to convert.
Death	3	Wis/Int/Con	+3	The meditating ability to 'will' oneself to die.
Dowsing	3	Wisdom	+2	Locate objects. Must be general. ie: water, metal.
Fervour	2	Charisma	0	Makes a crowd of followers frenzied. +50% morale.
Faith Meditation	2	Wis/Int	-2	Gains inner peace with soul. +1 on saves (10 mins).
Prayer	1	Wisdom	-4	Standard praying. +5% on morale (30 mins).
Quicksleep	2	Wis/Int	+3	Halves required sleep for one day.
Ritual	2	Intelligence	+2	Basic Knowledge of ceremonies, etc.
Salve Preparation	2	Int/Dex	+2	A non-magical healing potion. Heals 1-4 hps/ salve.
Self Heal	3	Wis/Int	+4	Through faith can heal 1-3 hp on self per day.
Speed	2	Dex/Wis	+2	With Faith Increase AC by 1 for 5 rounds. 1/day.
Strength	2	Str/Wis	+2	Belief allows +1/+1 hit/dam for 5 rounds. 1/day.
Undead Mastery	5	Wisdom	+5	Cleric -2 from Turnings. Others as lvl 1 clc (+3).

COMBAT:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Ambush	2	Dex/Str	+1	Increases chances of surprising to 5 in 6.
Anatomy	4	Intelligence	+3	Gives +3 damage to specific creature type.
Blind Fighting *	3	NA	NA	See Dungeoneers Survival Guide.
Bow Mastery	3	NA	NA	As Bow Specialise. Must get Weapon Mastery I first.
Brawling	2	NA	NA	Gives +2/+2 damage/hit in hand combat.
Disarm Foe I	1	Dexterity	+2	Opponent must save vs PPD. You must be armed too.
Disarm Foe II	3	Dex/Int	+5	As above, but you can use bare hands to disarm.
Frenzy	2	Charisma	+2	Beserker rage, +3/+3 hit/dam. Can go to -12 hps.
Inner Strength I	2	Constitution	+2	Reduces damage taken by 1 hp/die.
Inner Strength II	5	Wis/Con	+5	Increases reduction to 2 hp/die. Take above first.
Jousting	1	NA	NA	Gives knowledge of Rules & Etiquette at a tourney.
Lancing	2	Dexterity	+1	For complex lance skills. ie: skewering rings etc.
Martial Arts	5	NA	NA	Hand-Hand, +5/+5. #atk as melee (specialised) frt.
Reverse Stroke	4	Dexterity	+5	Allows you to attack something behind you.
Shield Mastery	4	NA	NA	Increases shield bonus to AC by one.
Shield Parry	2	NA	NA	Allows parry of 1 attack with shield as Cavalier.
Subduing	2	Str/Int	0	Gives +3 to all subduing damage done.
Two-Weapon Combo	5	NA	NA	As DMG p70, but 2nd weapon can be Shortsword size.
Weapon Mastery I	2	NA	NA	In Place of Specialisation. Must get wpn prof also.
Weapon Mastery II	5	NA	NA	Replaces Double Specialisation.
Weapon Parry	2	NA	NA	Allows parry as Cavalier (with weapon).

MAGICAL:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Attunement	2	Intelligence	+1	Used to learn wand.
Channeling	3	Wisdom	+2	See Special Note 2.
Circle Use	4	Intelligence	+1	Can use a magic circle, pentagram, etc.
Divination	2	Wis/Int	+3	Can discover very basic details only.
Illusion Master I	1	Int/Dex	+1	Your Illusions are saved at -1.
Illusion Master II	3	Int/Dex	+2	As above, but at -2. You save at +1 vs Illusions.
Illusion Master III	6	Int/Dex	+5	As above, but at -3. You save at +2 vs Illusions.
Magical Languages	5 each	Intelligence	+2	Aid spells in minor ways. Shorten casting, etc.
Magical Ritual	6	NA	NA	Basic knowledge of magic. Save at +1 vs spells.
Power Perception	8	Wis/Int	+5	Weak 'Detect Magic'. ie: 'Magic' is in this area.
Rune Use	3	NA	NA	Can drawn runes to hold spells, etc.
Spell Aim	4	Dex/Int	+2	Gives target -1 to saving throw.
Spell Mastery	16	NA	NA	Save at +2 vs spells. -2 from saves vs your spells
Store Meditation	8	Int/Wis	+4	Store an extra spell in memory. Only 1 at a time.
Symbol Use	5	Intelligence	+3	Any 'Symbol' spell used by you is saved at -2.
Transcend Armour	12	Wisdom	+4	Can cast spell in armour. Target saves at +2.
Warding Use	7	Wis/Int	+5	See Special Note 1.

SUBTERFUGE/PERCEPTION

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Acting	4	Cha/Int	+2	The ability to assume another role.
Animal Noise *	1	Int/Dex	+1	See Wilderness Survival Guide.
Bribery	1	Charisma	+1	Modify according to amount of money involved.
Camouflage	2	Int/Cha	+2	To hide in the wilderness.
Disguise	3	Cha/Int	+3	Useful when used with Acting & Mimicry.
Drug Tolerance	4	Constitution	+4	+4 save vs poison.
Hypnosis	6	Wis/Int	+4	Target saves vs Petrif. +10 if Unwilling Subject.
Falsification	4	Dex/Int	+2	This is forgery. Can also detect forgery.
Fungus ID*	4	Intelligence	-5	See Dungeoneers Guide.
Locate Secret Item	4	Wis/Int	+2	Rolled for each area searched.
Lock Lore	5	Intelligence	+1	Gives +10% to pick a specific lock.
Mime	3	Dex/Cha	+2	The skill of Pantomime.

Perception	4	Wis/Int	+2	To notice details, ie: to notice a suspicious person
Perceive Poison	6	Intelligence	+4	Perception, but specific to poison, on locks, etc.
Quickdraw	6	Dex/Str	+5	Ready weapon & attack same round. Fire extra arrow.
Quickhands	6	Dexterity	+8	Can pick pockets. +10% to pick pockets if thief.
Read Tracks	4	Intelligence	+2	Gives detail about tracks.
Rope Use *	4	Dex/Int	0	See Dungeoneers Survival Guide.
Secrete Item	3	Dex/Cha	+3	Can Hide an item on your person.
Sense Ambush	4	Wis/Int	+3	Gives forewarning of an ambush.
Sense Danger	3	Wis/Int	+2	As Sense Ambush, yet more general.
Set Traps	4	Dex/Int	+5	Roll again if failed. Fail second = set trap off.
Silent Kill	5	Dex/Cha	+6	Must have surprise. Keeps target silent in combat.
Slow Respiration *	4	NA	NA	See Dungeoneers Survival Guide.
Sound Analysis *	2	Intelligence	+1	See Dungeoneers Survival Guide.
Stealth	2	Dex/Int	+2	Gives 1-3 chance of surprising if you sneak up on.
Trap Knowledge	2	NA	NA	Gives +1 on any saving throw for a trap.
Use Poison	3	NA	NA	Can use poison without poisoning self.

GYMNASTIC

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Acrobatics	5	Dex/Str	+6	If win initiative, can attack and flip away.
Balance	3	Dexterity	+3	+5% (+1 on 1d20) on any roll involving balance.
Climbing	2	Strength	+2	+10% on any climbing rolls.
Contortions	4	Dexterity	+4	Can escape bonds, crawl through thin sewers, etc.
Diving	3	Dexterity	+3	Diving into water. Swimming could be handy here.
Landing	5	Dexterity	+4	-2 hp of damage per die.
Leaping	3	Dex/Str	+2	Increase Jumping distance by 1d6 feet.
Rappelling	3	Dex/Str	+2	Down a cliff-face, etc.
Stilt Walking	3	Dexterity	+3	Good for Dwarves!
Tightrope Walking	6	Dexterity	+5	Thief-acro +10% Others can rope-walk (roll every 5')

SPORTS & ATHLETIC

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Boating *	2	Wis/Int	-1	See Dungeoneers Survival Guide.
Caving	2	Wis/Int	0	As Mountaineering but Underground.
Charioteering *	1	Intelligence	0	See Dungeoneers Survival Guide.
Dancing	1	Dexterity	0	Taken as a general skill or as a specific dance.
Endurance *	3	NA	NA	See Dungeoneers Survival Guide.
Falconry *	1	Wisdom	-2	See Dungeoneers Survival Guide.
Fishing *	1	Wis/Dex	-4	See Dungeoneers Survival Guide.
Horsemanship	3	NA	NA	As Cavalier but add 3 lvls to all parts of list.
Hunting *	2	Dexterity	-1	See Dungeoneers Survival Guide.
Mountaineering *	3	NA	NA	See Dungeoneers Survival Guide.
Riding, Land *	3	Wisdom	-3	See Dungeoneers Survival Guide.
Riding, Airborne *	5	Wis/Dex	+2	See Dungeoneers Survival Guide.
Riding, Dragon *	7	Int/Dex	+1	See Dungeoneers Survival Guide.
Rowing	1	NA	NA	Increase paddled or rowed speed by 10%
Sailing	2	Wis/Dex	0	As boating but specific to larger/ocean vessels.
Skating	3	Dexterity	+2	This is Ice-Skating. Only roll difficult actions.
Skiing	3	Dex/Str	+2	Only roll for particular maneuvers.
Running *	2	Constitution	0	See Dungeoneers Survival Guide.
Swimming *	2	Str/Con	0	See Dungeoneers Survival Guide.

ARTS & COMMUNICATION

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Calligraphy	3	Dex/Int	+2	The art of writing in a particular archaic style.
Diplomacy	3	Charisma	+1	Used to diffuse a tense confrontation.
Etiquette	2	NA	NA	How to behave at court/tourneys, etc. Breeding!
Gaming	2	Intelligence	0	A particular game must be selected. eg: chess.
Gambling	2	Wis/Int	+1	Must get gaming for rules. This is used, however.
Haggling	3	Charisma	+2	The ability to haggle over a price of a good.
Heraldry	3	Intelligence	+2	Ability to recognise a Heraldic Device. eg: shield
Interrogation	2	Int/Wis	+2	Gaining info from someone. Trickery could be used.
Leadership	2	Charisma	+3	Increases morale of troops/companions by 15%
Lip Reading	2	Dexterity	+4	Must be able to see the lips clearly to use this.
Mimicry	3	Dexterity	+6	Imitating a voice/sound that you've heard before.
Oration	3	Charisma	+3	Making speeches, to sway people to your cause/view.
Painting	2	Dex/Wis	+2	Also allows valuation of other paintings.
Poetry	2	Wis/Int	0	Includes the writing of limericks/riddles/rhymes.
Read/Write Language	2 each	NA	NA	Taken for each specific language.
Read/Write Music	4	NA	NA	Understanding of the notation of music.
Sculpting	4	Wis/Int	+2	As with painting can evaluate of statues.
Seduction	2	Cha/Com	+2	Allows sexual, social, manipulative, or flirting.
Singing	3	Charisma	+1	Can be specific types of singing, or just general.
Speak Language	4 each	NA	NA	Must be able to speak a language to read/write it.

Streetwise	3	Int/Wis	+3	General knowledge about the Urban Enviroment.
Story Telling	4	Cha/Wis	+3	Capturing an audience with a story: True or False.
Ventriloquism	4	Dexterity	+4	Speak without appearing to. Includes voice throwing

CRAFTS:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Animal Trainer *	3	Wis/Int	0	See Dungeoneers Survival Guide.
Armourer *	5	Str/Wis	+3	See Dungeoneers Survival Guide.
Blacksmith *	3	Intelligence	0	See Dungeoneers Survival Guide.
Boatwright *	4	Intelligence	+2	See Dungeoneers Survival Guide.
Bowyer/Fletcher *	3	Dex/Int	+1	See Dungeoneers Survival Guide.
Brewer	2	Wis/Int	-1	Makes alcohol. Can be specialised...ie: Wine Maker
Carpenter *	2	Dex/Int	0	See Dungeoneers Survival Guide.
Civil Engineer	4	Intelligence	+2	An Architect and Engineer in one.
Gem Cutter *	5	Dex/Int	+2	See Dungeoneers Survival Guide.
Herbalist	6	Int/Wis	+3	The preparation of healing herbs, salves, etc
Husbandry *	3	Intelligence	0	See Dungeoneers Survival Guide.
Jeweller	7	Dex/Int	+2	Can also evaluate jewellery.
Leatherworker *	2	Intelligence	0	See Dungeoneers Survival Guide.
Massuer	3	Dex/Cha	-1	Also includes Chiropractic Services.
Miner *	2	Intelligence	+3	See Dungeoneers Survival Guide.
Navigator	3	Intelligence	-1	A ships pilot.
Paper Maker	2	Wis/Int	+1	As with Silk Maker, mainly in Eastern Lands.
Potter *	2	Dexterity	+2	See Dungeoneers Survival Guide.
Silk Maker	5	Wis/Int	+3	Usually only available in Eastern Lands.
Smelter *	3	Str/Int	+2	See Dungeoneers Survival Guide.
Stonemason *	5	Str/Int	+2	See Dungeoneers Survival Guide.
Tailor *	3	Dex/Int	+3	See Dungeoneers Survival Guide.
Weaponsmith *	6	Str/Dex	+4	See Dungeoneers Survival Guide.
Weaver *	2	Dexterity	+1	See Dungeoneers Survival Guide.

MICELLANEOUS:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Agriculture	3	Intelligence	0	Only roll to check in high or low crop yields, etc
Alertness *	3	Wisdom	+1	See Wilderness Survival Guide.
Appraisal	5	Wis/Int	+3	To evaluate items of value. eg: gems, wines, etc.
Astrology *	3	Intelligence	+1	See Dragonlance Adventures.
Cooking	2	Wisdom	0	To prepare an average meal.
Healing *	4	Wis/Int	-2	See Wilderness Survival Guide.

OUTDOORS:

Summary/Description	Slots Required	Ability Used	Die Roll Modifier	
Animal Handling *	2	Wis/Dex	+1	See Wilderness Survival Guide.
Animal Lore *	3	Intelligence	0	See Wilderness Survival Guide.
Direction Sense *	3	Wis/Int	-1	See Wilderness Survival Guide.
Fire-building *	1	Dexterity	+1	See Wilderness Survival Guide.
Foraging *	2	Wis/Int	+2	See Wilderness Survival Guide.
Plant Lore *	3	Intelligence	0	See Wilderness Survival Guide.
Signaling	2	Dex/Wis	-2	With smoke signals , etc.
Snare-Building	2	Dex/Int	-1	Making animal snares. Use Hunting to find location
Survival, cold *	2	NA	NA	See Wilderness Survival Guide.
Survival, desert *	3	NA	NA	See Wilderness Survival Guide.
Survival, heat *	2	NA	NA	See Wilderness Survival Guide.
Tracking *	4	Wis/Int	+7	See Wilderness Survival Guide.
Weather sense *	3	Wisdom	+1	See Wilderness Survival Guide.

*Means: Listed only to complete list. Read books mentioned in description for further detail.



LETTERS



Every month a "best" letter will be chosen, and the writer will receive a free six month subscription (or six month extension if you have already subscribed).

Antony Brown,
Dianella W.A.

I'd just like to pen a simple scroll to say that your magazine is superb. Just a few suggestions; How about making some binders to keep our valuable copies of 'Realms' in, making a pen pals section, and perhaps a clubs/gaming convention section. One more suggestion — Posters. Other than these, keep doing exactly what you're doing now (publishing a brilliant mag).

Binders! that's an idea. Can we have a show of hands (letters) to see if we'll consider it. The clubs can send us information that we'll run as an advert (see the news page), and the news page was originally intended to list conventions — so we've covered those. But, posters could be a problem, we have already discussed it, but due to a lack of colour art it could be difficult. Getting to penpals though, anyone who wants some send us your address, likes, games played and age etc. with a stamped self addressed envelope and we'll send you a list of other people wanting pen pals.



Chris Gillot,
Bundoora Vic.

Congratulations. Finally an Australian roleplaying magazine. Well done. I find the 'Artifacts of the Elves' section really good, not to mention the Monster Gallery. Keep up the previews and don't stop covering fringe games, especially MERP and ROLEMASTER. When will a section on miniatures be coming, if one is? Finally, I'd just like to say keep up the good work, you're really doing well.

P.S. If there are anyother MERP or ROLEMASTER players, aged between 13-17 living in Melbourne, please contact me at:

Chris Gillot, 35 Anderson Pde, Bundoora 3083 Vic.

*c/o Planar Games
P.O. Box 438, Willetton
W.A. 6155.*

Michael Dyer,
Christie Downs S.A.

Congratulations on the first two issues of Australian Realms. At last a magazine that gives the Australian point of view. I felt the magazine showed the raw enthusiasm of the early Dragon and White Dwarf magazines, and the potential to reach the heights that these magazines once knew.

As a suggestion for your magazine, could you please include a space where small local groups like ours can advertise, as we are always trying to encourage new people to join us.

Thanks for the comments, but about the club/groups advert, please see the news page. We know other magazines do listings and adverts for clubs and groups, but ours are bigger, better, and more importantly free. Clubs are an integral part of the hobby, so by supporting clubs, we support the hobby as a whole.

Simon Kilbride,
Waverley, Vic.

I have got Realms issue two and it has got two covers. I would like to know if it is a one off, or do all Realms issue two have two covers?

Your copy of issue two is as far as we know a one off, and will perhaps in years to come be worth more than normal copies of issue two. It is important that people be aware that issue one had some pages repeated in it, we caught most of the offending copies. But if you've got one nothing can be done about it (sorry), because we only have a small number of issue one left.

Rod Sinclair,
Dalkeith, W.A.

Hot Mag! Most of the articles interested me quite a lot except one of them, and it was Crime File in issue 3. It just didn't appeal to me or keep me interested. Talking about super heros and corporations and joining them together just seemed pointless to me. I certainly liked News and the adventure Blood on The Rose. They were both really appealing and catching in my opinion and I think you should keep them up.

I must also complement you on the readers poll and the other reader involvement schemes. As they really do make your magazine that much more appealing when you involve the actual readers instead of outsiders.

By the way, boy was I surprised to see your magazine in a newsagent. Don't get me wrong, that's great, but usually you have to go to one of these hobby places to get one which is naturally 10k's from your home. Keep it up! The one other thing that hit me when I did read your magazine was how short it was.

Try and add some more articles in or something to make the magazine even more promising. I know you are trying too so keep going.

Throughout this letter I know I have criticised your magazine a lot, this is only because if I covered all the good things it would take five pages so don't get me wrong. I am going to subscribe to your mag, as over all it is really good. Keep it all up guys!!!

Do remember everybody — the mag expands when we get more articles from you lot!

Thanks everybody, see you next issue.

MONSTER GALLERY

Major, Basilisk.

By A.Brown.

Frequency: Unique

Number: 1

Armour: 0(-2) *

Move: 12"

Hit Dice: 9+9

% Lair: 100%

Treasure: See below **

Attacks: Bite/Claw/Claw/Tail/Gaze

Damage: 2-16 + Poison; 1-10 + Poison;

2-8 + Poison; (See below)

Magic Resistance: 90%

Intelligence: High

Alignment: Chaotic Evil

Size: Medium

X.P: See below ***

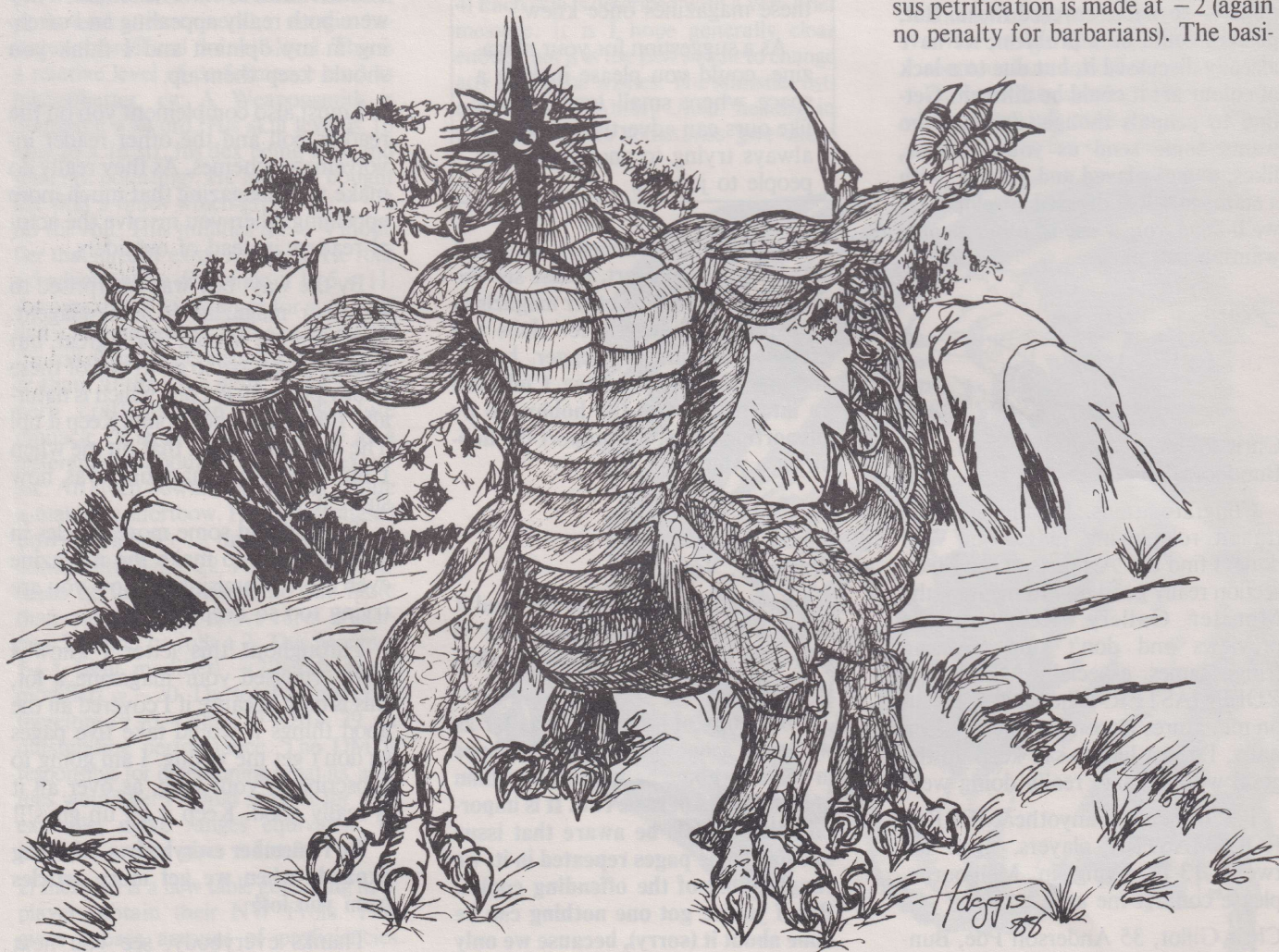
Notes:

The Basilisk is a powerful reptilian creature of magical origin and immense ability. It was created by the council of hierarchs, including Lord Shimrod of Caer Cadarn and many other respected mages. Upon its creation, (it was originally intended as a guard for the council's many great treasures and artifacts), it promptly destroyed all present, and ravaged all of Caer Cadarn. But one mage who was wise enough to flee instantly, managed to cast a spell of containment on it, trapping it in Caer Cadarn and binding it to guard against all intruders. Shortly after, the exhausted young mage tried to teleport out of the

citadel, but miscalculated, resulting in death.

The basilisk's properties are the ability to poison anyone/anything coming in contact with its flesh, including the air it breathes, a weapon striking it, etc. This poison is saved at -8, except for barbarians (normal roll). Due to this, anyone attacking it with a hand held weapon must save as above or die instantly. If the save is made the victim is reduced to 50% of their maximum hit points (If already lower than 1/2, victim dies). In addition, anyone staying within a 10 foot radius for more than five rounds must save as mentioned previously.

The basilisk's gaze will turn any victim to stone unless a saving throw versus petrification is made at -2 (again no penalty for barbarians). The basi-



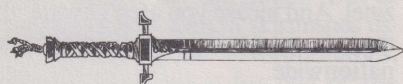
lisk may turn any number of people to stone in one round, provided they are looking at the creature's eyes (30% chance in battle, 50% otherwise). The basilisk is immune to all spells of fourth level or less, and only takes half damage from all others.

* The basilisk's armour class is zero for hand held weapons, negative two for missiles.

** Since the basilisk destroyed all the hierarchs, no-one knows the treasures it guards, but they surely must be of great value/power.

*** The experience gained by killing the basilisk is up to the DM, as he or she may wish to change some of the abilities mentioned above. Whatever the X.P, make it worth the adventurer's time.

CAUTION: Do not send poorly equipped and/or low level characters against this creature, as it attacks on sight and is highly dangerous.



Yipper

By S.Underwood.
 Number: 5-10(4-15)
 Armour: 2
 Move: 15"
 HD: 5 + 5
 % Lair: 40%
 Treasure: Incidental
 Attacks: 3
 Dmg: 1-10/1-10/2-12
 MR: 15%
 IN: Average to Very
 AL: Neutral (Evil)
 Size: M (4' high, 3' wide)
 X.P: 825 + 6/hp

Notes:

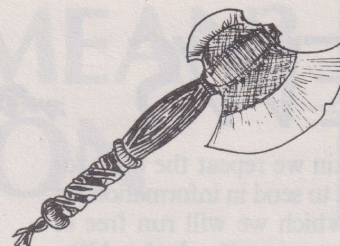
Originally the creations of a high level magic user who had need of some sort of protection for his stronghold, these dog-like creatures turned wild upon their masters death.

Endowed with a magical bark combined with its' extremely sharp claws and teeth, the Yipper is a very formidable opponent.

The Yipper's magical bark (a high pitched "yippling" sound- hence its' name) has a 60' radius which stuns all who fail to save vs spells for 1d6

rounds. Even if a save is made, the victim is still confused for 1d4 rounds, gaining a + 2 penalty on armour class and a - 3 penalty to all to-hit rolls. Victims with psionic ability automatically skip stun effects but must save vs spells to miss confusion effects.

In a Yipper's lair there will be 1d4 young who cause damage of 1-4/1-4/1-6, have only 2+2 HD and cannot bark. The number appearing in brackets refers to the total number of females and males in the lair at any one time. Half this number will be females with the same abilities of their male counter-parts minus the bark.



Description: Yippers have unusually long snouts full of extremely sharp, shark-like teeth. The hide is brown and covered with rippling, hard muscle. This combined with the Yipper's speed and agility affords it its' low armour class. Yippers are extremely loyal and once this loyalty is gained they will serve and protect their master for the length of their life.

Simulations

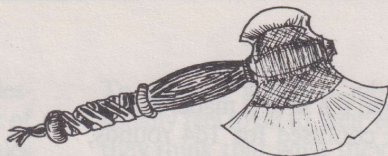
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NEWS



Once again we repeat the offer for public clubs to send in information for an advert which we will run free of charge in the magazine. It should include the time and place of meeting, as well as the main games played. The trial advert we used in issue 1 & 2 for the SAGA club of Perth was very successful "We have had over 40 enquiries" was one of the comments from the clubs committee. The advert will be used as filler for awkward spaces, so please don't expect a full page advert.

Artist Paul O has joined Australian Realms on a freelance basis. His artwork has its own style, which is similar to that used by White Dwarf in its earlier days.

Australian Realms is now available nationwide from newsagencies in all capitals. This is just another part of our plans to bring the general public closer to gaming. Among future plans are a rather large advertising campaign.

Realms will soon be sold to the British, in co-operation with Games Workshop. We will eventually see a full scale newsagency distribution in the U.K.

Greyhawk Adventures, a new AD&D hardback detailing the World of Greyhawk was released in August, it is the last hardback in the AD&D series. The next batch of hardbacks to be released from TSR being the second edition of AD&D.

We are still happy to accept articles for the most popular games. Do note that we don't pay for contributions for the monster gallery, but the writer does receive a free copy of the Realms issue that their creature is included in. We pay for all other articles, but we would prefer to receive articles on games such as Warhammer 40,000 & Fantasy Battle, Traveller, Twilight 2000 and AD&D.

Among other incoming staff at Realms is two more artists, Mark Roper and Paul Glasson, both special-

ize in graphic design. Realms is also now the biggest selling role playing games magazine in Australia, we thank all of you.

Anyone who sends in a letter intended for the letters page, should be aware that they will get a reply to the letter on the letters page. We would prefer that letters that are sent in contain a phone number, and if you need a personal reply, a stamped self addressed envelope.

The first of the Games Workshop — Planar Games deals will be going ahead in the issues to come, starting with advertising and branching out into many different areas.

We are pleased to say that support for the magazine has been good. However, if you would like to ensure the growth of the magazine (meaning more pages, colour, articles, and columns), you could do us a very simple favour. Put the word around to all of your fellow roleplayers that at last there is an Australian magazine (and according to the poll, a good magazine). And incase you aren't aware, the magazine is available in newsagencies nationwide.

BACK ISSUES

Some Back Issues are available, supplies are limited and time must be allowed for the issues ordered to be sent out (1-4 weeks, subject to availability)

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AUSTRALIAN REALMS
ISSUE 1

AUSTRALIAN REALMS

AUSTRALIAN REALMS
ISSUE 3

The August issue contains:

- Blood on the Rose — AD&D scenario sequel to the White Rose scenario in Issue 1
- Skaven in Warhammer 40,000
- Mastering Rolemaster
- Australia Gamma style — Part II
- The Master WPC class for AD&D
- plus our regular columns

ISSUE 4 — SEPTEMBER

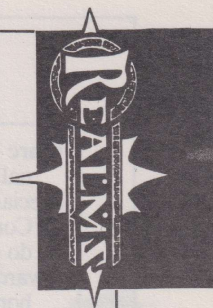
- The Thieves Guild
- Economics in AD&D
- Warhammer 40,000
- Traveller
- A short Warhammer Fantasy Battle
- and all our regular columns covering super hero and fantasy gaming

AVAILABLE FROM GOOD HOBBY SHOPS AND NEWSAGENTS ON THE 1TH SEPTEMBER NATIONWIDE



A FISTFUL OF CREDITS

A Traveller Scenario



By Kevin Randell

INTRODUCTION

A Fistful of Credits is a mercenary commando mission centred on Magen in the Pax Rulin subsector. Due to its violent nature it is advisable that either the referee uses the pregenerated characters provided with this adventure or directs the players to generate characters using the procedure outlined in BOOK 4: Mercenary.

Required Materials : BOOKS 1-4

Useful Materials : Supplement 3, Striker, Sorag.

Beginning Location : Pax Rulin (0604-A402231 E N)

Beginning Date : 212-1099

Useful Skills : Combat Rifleman, Combat Engineering, Recon, Medical, Grav Vehicle.

NB: for easy access the statistics of all NPC's can be found at the end of the adventure.

BEGINNING THE ADVENTURE

While on Pax Rulin the group is approached by a rather unsavoury character, Sven Orkney, with a rather attractive proposal: a straight forward rescue mission, all equipment supplied, Cr 20 000 each, and no questions asked.

If the group sounds interested he will arrange a meeting with their new prospective employers (the CSB) that night He can reveal no further information as he has none, but will accept donations.

If the group seems reluctant, provide the need for rapid accruelement of funds and/or planet skipping.

PAX RULIN SUBSECTOR see Supplement 3: The Spinward Marches.

MAGEN (0709-C543550 9 M)

Magen supports a type C starport providing unrefined fuel and limited repair facilities geared to sub-light System Defence Boats (of the Magen Coast Guard). As with other members of the Senlis Federate it has its own indigenous armed forces, in this case the Magen Provisional Army (MPA). The MPA is a regular army force supplied with infantry small arms and support weapons to TL8.

Magen is 8314km in diameter and has a thin, tainted atmosphere requiring the use of filter masks. Although early on a hazard, it was this fact that lead to coloni-

THE TEAM

Drake, John 659A64, Army, one term, Cavalry, Final Rank — Corporal.
Special Assignments: Specialist School.
Awards/Decorations: One combat service ribbon.
Skills: Combat Rifleman-1, Mechanical-1, Vacc Suit-1.
Background: Served with 3218th GRAV out of Collace, dismissed over cowardice accusations (true).



Hookes, Jane 938756, Army, five terms, Support, Final Rank — First Lieutenant.
Special Assignments: Commando School, Officer Candidate School.
Awards/Decorations: Five combat service ribbons, three combat commands, SEH.
Skills: Combat Rifleman-3, Ram GL-2, Medical-2, Vacc Suit-1, Tactics-1, Demolition-1, Combat Engineering-2.
Background: A combat veteran of the 4th Frontier War, SEH awarded at the Battle of Two Suns, 1084.



Jackson, Paul 976967, Marines, five terms, Final Rank — Gunnery Sergeant.
Special Assignments: Commando School, Protected Forces Training (twice).
Awards/Decorations: Eight combat service ribbons, two MCF's, one MCG, one purple heart.
Skills: Combat Rifleman-1, Ram GL-2, Vacc Suit-2, Zero-G-combat-1, Survival-1, Recon-1, Brawling-1, Computer-3.
Background: A computer specialist and 4th Frontier War veteran. Awarded the MCG for actions on Larth. Forced into early retirement due to his drinking problem.



Marc B7A886, Army, six terms, Infantry, Final Rank — Leading Sergeant.

Special Assignments: Protected forces training, Commando School, Instructor at Commando School, Recruiting Duty.

Awards/Decorations: Six combat service ribbons, one MCUF.

Skills: Combat Rifleman-4, Vacc Suit-1, Grav Vehicle-1, Zero-G-Combat-1, Brawlings-1, Electronics-1, Instruction-2, Recruiting-2.

Background: Hard, tough as nails, NCO. Served on Regina, Aramis and Rhylanor during 4th Frontier War. After retirement served extensively with Kia's Killers (a mercenary regiment) throughout District 268.



Noble, Alex 69B847, Army, three terms, Infantry, Final Rank — Captain.

Special Assignments: Officer Candidate School, Protected Forces Training.

Awards/Decorations: five combat service ribbons, four combat commands, two MCUF's, one Purple Heart.

Skills: Combat Rifleman-2, Recon-2, Ram GL-1, Leader-1, Vacc Suit-1, Zero-G-Combat-1, Electronics-1.

Background: The team leader. Served with the 1616th Lift Infantry Regiment in action against the Outworld Coalition (Sword Worlders). Returned to military way of life after family killed in an air/raft accident.



zation. Dense tropical rain forests, which cover 45% of the total surface area, produce a gas with a high heavy metal content. Geophysical surveys (Gravity, EM and IP) revealed abundant economically viable mineral deposits.

It didn't take long before a thriving colony developed based on Magen's extensive mineral resources. As with other mineral booms a few colonists became very rich, while others etched out a living in the harsh climes. The true winners were the companies which supplied the colonists. One in particular, Consolidated Protection (CP- the sole manufacturer of the vitally important filter systems) soon came to the forefront.

Eventually CP bought out all its competitors (or worse) and started obtaining all land permits from the colonists. Over the next twenty years there were many struggles, but in the end CP won out, becoming the sole owner of Malgen and its government.

NB: Recent instability in the Senlis Federate has led the TAS to classify Magen as an Amber Zone.

THE COVERT SECURITY BUREAU (CSB)

The CSB is an intelligence and counter-intelligence network operated by the Imperial Resource Division (IRD). It is actively involved in infiltration, surveillance, subversion, sabotage and psychological warfare.

BACKGROUND

The story began at the Rhylanor Imperial University four years ago. Enter a young and brilliant solid state physicist, Dr Catherine Saunders. Her doctorate work on crystal microelectronics bought a research scholarship with the IRD. Soon she was a senior research scientist in the Electronics Systems Laboratory on Pax Rulin.

Allowed to pursue her interests, she made great advances in SQUID (Superconducting Quantum Interference Device) microelectronics. Her research centred on use of SQUID's to measure the brain waves of paralysed subjects (particularly those with the incurable Meissners disease), then converting these to appropriate electrical impulses and artificially stimulating nerves and muscles.

An ambitious assistant and co-worker perverted her findings into a miniaturised control system for microcrystalline explosives. This bought him great favour with the IRD and immediate promotion. The IRD ceased all research into the medical applications of Saunder's brainchild and channelled all funding into the military applications of her work.

Saunder's protests were ignored and so she took action into her own hands. Systematically she erased all computer files of



her work, including the back-ups (unaware that the CSB had obtained copies of all her work), and plotted her escape.

With the help of an old university friend she obtained false documents and passage on board an independent trader en route out of the system.

While in hyperspace a drive malfunction resulted in a five parsec misjump into the Magen system. By chance, a SDB of the Magen Coast Guard discovered the ships wrecked hulk drifting out into deep space. The ship had taken extensive damage and all aboard were dead, save one, Dr Catherine Saunders. A total of five weeks had passed since leaving Pax Rulin.

Routine examination of her papers showed inconsistencies and eventually the conclusion was reached that they were forgeries. Breaking down easily under interrogation, her identity was soon revealed. This started a bureaucratic tread mill ending with her internment in a secret military base deep in the Magen forest.

The president of the CP had quickly realised her value as a bargaining tool in his current dealings with Zhodane interests over trade concessions.

Her arrival had not gone totally unnoticed. Drue Kessel, part-time cargo handler and full time CSB field operative rapidly relayed her location to his superiors on Pax Rulin.

ADVENTURE SYNOPSIS

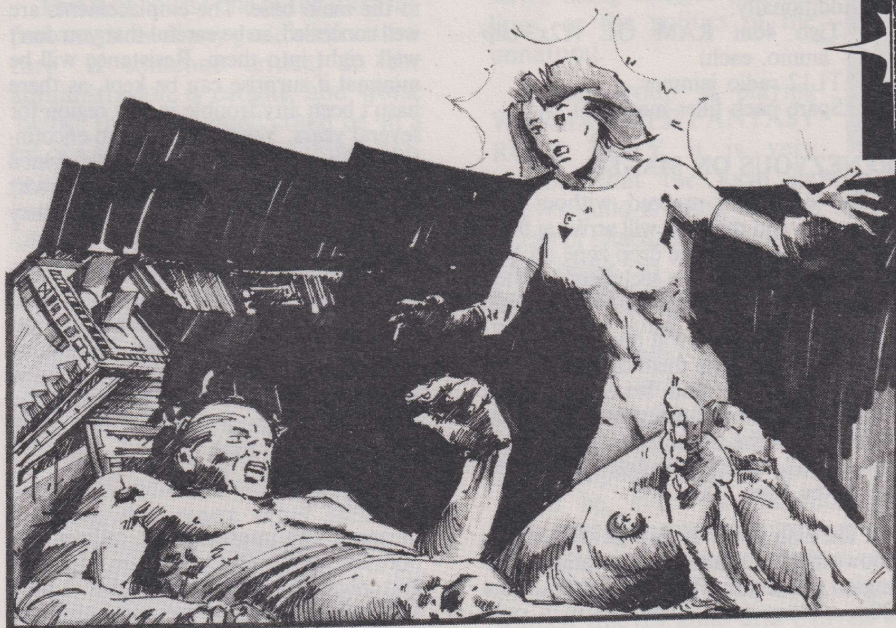
It is at this stage that the adventure as such begins. The CSB has decided that the safest procedure is to eliminate Dr Saunders. To achieve this they have recruited a mercenary team under a false premise.

Before insertion on Magen a small transponder (to enable location detection) is planted under the skin of each member, just behind the left ear. In reality this doubles as a voice activated microcrystalline explosive (range:10m, damage:8D) triggered by the harmonic code-matching with the target voice, Dr Catherine Saunders. As a backup, Drue Kessel is ordered to kill any mission survivors, when and if, they rendezvous back at the GRAV APC (which, by the way, is rigged to explode on planet dust off, a further fail safe).

The adventure itself is divided into two main phases.

- (i) The Rescue Mission: this involves the initial recruitment of the team, their debriefing, insertion on Magen and subsequent rescue of Dr Saunders.
- (ii) The Rebellion: after the rescue the team will encounter the local rebels and undertake a raid on a government broadcast centre on their behalf.

NB: further details will be found in the appropriate sections of the adventure.



THE DEBRIEFING

Following their encounter with Sven Orkney the players will eventually find themselves in a conference room of a non descript office building in downtown Pax Rulin (also the capital cities name).

A very business-like woman in her mid thirties enters and asks them to be seated. She introduces herself as Dana, a representative of the IRD.

In a calm, clear voice she begins:—

“A month ago, while undertaking research on Pax Rulin, a prominent Imperial scientist, Dr Catherine Saunders, was kidnapped. Information from government agents indicate Zhodani involvement.

It is believed that she is currently being held on Magen, a member of the Senlis Federate, a known Zhodani sympathiser. Direct Imperial involvement in this matter could produce a swing against the Imperium in this sector, which must be avoided at all costs. It has been decided to send in a small group of non-aligned mercenaries to rescue Dr Saunders.

Operatives on Magen will temporarily divert the planetary scanners at the Naval Base, allowing a drop ship to enter the atmosphere and deposit a GRAV APC (Armoured Personne Carrier). Co-ordinates in the on-board computer will enable the APC to be piloted to a rendezvous point in the Magen forest.

Once there, an Imperial operative will supply up to date information and accurate tactical data. A transponder is aboard the APC which upon activation, will summon the recovery ship in fifteen minutes.

The IRD will arrange overnight accommodation within the building. From this point onwards no outside communication will be permitted.

She thanks the group and explains that any further questions will be answered in the due course of time.

THE TRIP TO MAGEN

The trip will take approximately fourteen days (aboard a long distance freighter) during which the team will be isolated from all other personnel. Their only contact will be with Dana, who will make arrangements for all their needs. Adequate security measures to enforce this should be maintained.

During the trip the team will be shown detailed topographic maps of the forest area and briefed on Magen in general. Special attention will be paid to the level and type of armed response they can reasonably expect to receive. All equipment will be available for their inspection and familiarisation.

EQUIPMENT SUPPLIED

- (1) Transport: Grav APC (12 ton, 6 ton payload)
 - rapid pulse top mounted Y gun
 - 6 battlefield missiles
 - 30 TAC missiles
 - top speed: 900 km/hr NOE: 150 km/hr
- (2) Personal: Each team member will be supplied with the following:—
 - 1.Camouflaged combat uniform
 - 2.Ballistic cloth flak jacket
 - 3.SR communicator
 - 4.Gauss rifle (5x40-clip ammo.)
 - 5.Light assault pack (LAP)
 - 6.Joy Division T-shirt
 - 7.Filter mask

NB: each LAP contains:- heavy rations, nylon rope, compass, knife, flexi-saw, water filtration unit, gas powered grapple, bandages, medical drugs.

(3) Additionally:

1. Two 4cm RAM GL (12x3-clip ammo. each)
2. TL12 radio jammer
3. Spare pack filler masks (5).

RENEZVOUS ON MAGEN

The drop will proceed without any difficulties and the team will arrive at 0630 hours local time at the drop-zone on Magen. The drop zone is a secluded glade approximately 5km north-west of the base.

At the zone they will encounter Drue Kessel who will help them camouflage the APC with ferns and branches (taking about half an hour). After completing this he will, with the aid of a sketched map in the ground, describe the defences and set-up of the base.

"The main access is via a lift shaft, which shows itself as a one room reception building on the surface. The base itself is about 30m underground. Stationed in a symmetrical quad around the lift are four weapon emplacements. Each emplacement is armed with an auto-cannon, and additionally, each has a security camera linked

to the main base. The emplacements are well concealed, so be careful that you don't walk right into them. Resistance will be minimal if surprise can be kept, as there hasn't been any trouble in this region for several years. You can expect to encounter a platoon sized unit, probably armed with assault rifles and wearing some sort of ballistic cloth. Although in the heat they sometimes get a bit lax in that respect."

The general conditions on Magen are hot and wet, due to an almost continual light drizzle. Visibility is generally poor, being restricted to about 30m. The animal life on Magen is mostly of the small and harmless type. Roll 8+ /15 minutes for the team to encounter a fire-team sized MPA patrol from the base.

THE BASE

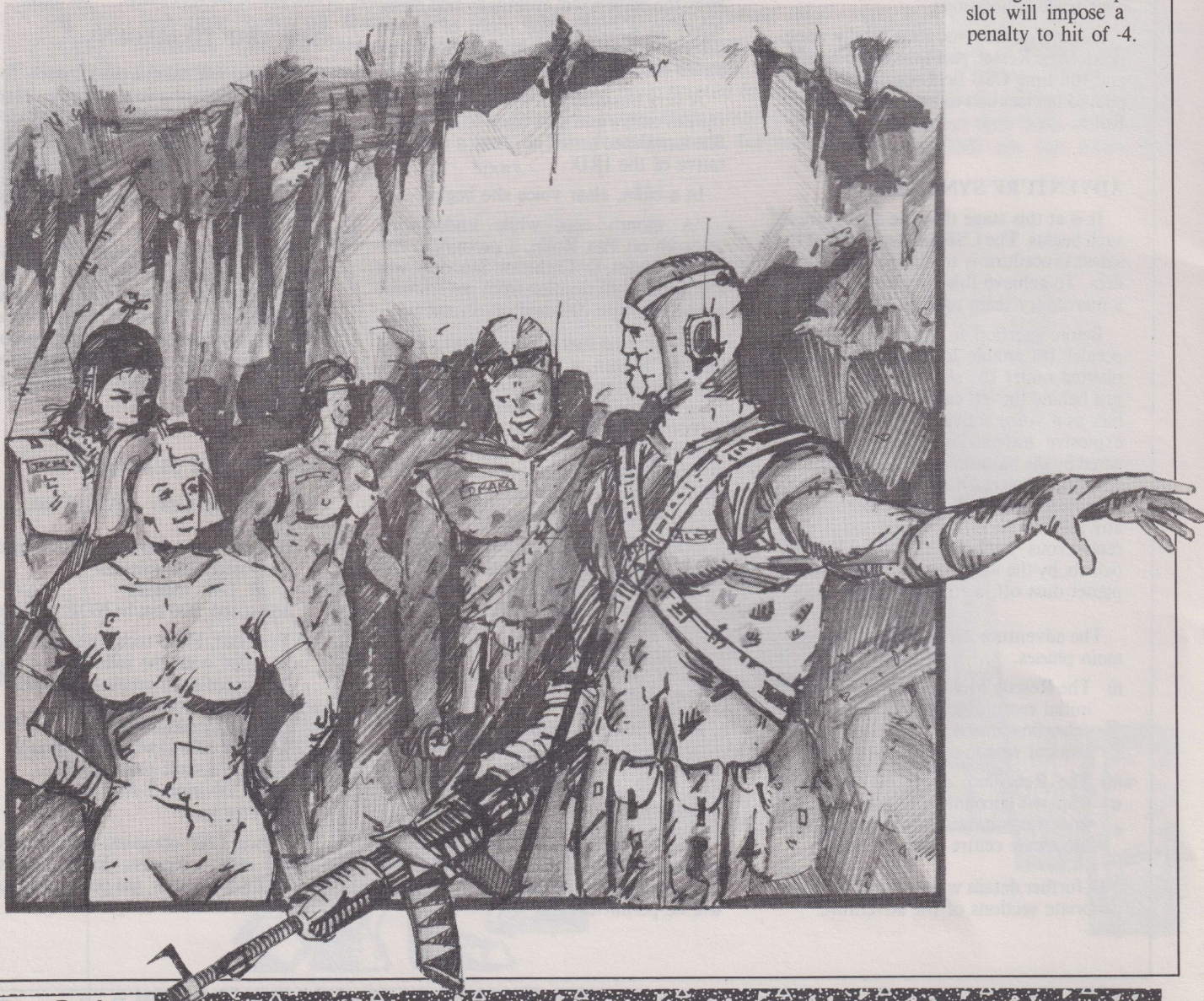
General: The interior walls, ceilings and floors are dark grey. Ceilings are 2.5m high and contain fixed fluorescent lights. A filter system is in operation providing clean air for the entire base, avoiding the necessity for personal filter masks. Power is provided through an underground plant, accessed through plates on the floor of room 15.

Security Cameras: The security cameras are fixed to the ceiling via a swivel mount allowing full remote control scanning. They also contain a built in x10 magnification capability. Each camera can sustain 5 points of damage before ceasing to operate.

It should be noted that dependent on the degree of surprise the base's personnel will attempt to organise and arm themselves appropriately. At the first sign of an incursion a radio message will be sent to HQ.

The unit at this base has been chosen because of its loyalty to the company and is unlikely to surrender. They have orders to maintain the life of Dr Saunders at all costs.

A-D. Weapon Emplacements: (8+ to spot if actively searching, DM+2/LVL Combat Engineering). Each emplacement contains a cruciform platform, mounted towed auto-cannon, and crew. The emplacements are also equipped with SR communicators, cameras and passive IR detection equipment. The emplacement is constructed of reinforced concrete and can sustain up to 20 points of HEAP damage. Firing through the weapon slot will impose a penalty to hit of -4.



1. Command Centre: The centre of all operations on the base. It is manned by the C.O. and two support staff. In the centre of the room are two seats in front of which are computer terminals and keyboards. On the western wall is a 3m x 1.5m computer generated topographic map. It shows a region covering about 5km x 10km including the base and the location of each patrol (indicated by a cross and a group of code numbers).

Behind the seats is a podium-like console. This is the master control, from it all auxiliary devices in the complex can be activated and controlled.

2. Electronics Workshop: This room contains all the equipment, parts and tools necessary to provide routine service and repair of common electronic devices (including energy weapons). On the work bench is a partly dis-assembled VID-COM terminal.
3. C.O.'s Rest Room: Contains only a small bed and desk. Scattered about the desk are several pieces of personal memorabilia, photos and the like.
4. Recreation Room: A VID-ENT terminal providing games and films is situated in the eastern alcove. The rest of the room is taken up by a long table and half a dozen chairs. A deck of playing cards lies scattered on the table.
5. Squad Room: This is the cramped living quarters of one of the squads. It contains six double bunks of dubious comfort. Provision is made for storage of personal items beneath moveable steel plates in the floor.
6. Medical Centre: Fully equipped to handle most minor surgery requirements.
7. Armoury: 5 boxes of assault rifles (10 in each box); 30 000 rounds ammo. 10 LAG; 5 000 rounds ammo. 10 4cm RAM GL; 300 grenades (HEAP). 10 cases of grenades (TL8).

Additionally the cache contains numerous survival equipment and spare uniforms and webbing.

8. Lift Shaft: A reception area and the main base entrance. It has an office-like appearance, a desk with a VID-COM terminal faces the door. MPA recruitment posters plaster the walls, however a calendar containing poses of semi-clad women takes prominence. A security alarm is located beneath the desk, easily activated by pressure from the knee.

The transit time to the base below is about 30 seconds.

- 9 & 10 Squad Rooms: see 5.

11. Mess Hall: The room is dominated by a 12 seat table (squad sized). On the southern wall is a food dispenser.

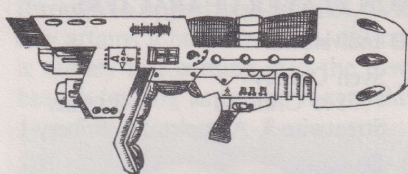
12. Warehouse: Hydraulic systems allow the entire warehouse module to be raised to the surface. The ceiling height is 4m.

13. Security Room: The eastern wall has 9 VID-COM terminals, not enough to cover every camera (a cost cutting measure). There are two seats and control systems to operate the iris valves isolating area 14.

14. Containment Area: This room is separated from the rest of the complex by an airlock. Inside are three chambers, each containing a restraint table. In the northern most chamber Dr Saunders lies, her arms, legs and neck strapped to the table by plastisteel restraints.

NB: the restraintment devices are activated/released by controls on the side of the table.

Upon release the team will find that Dr Saunders is in a drugged state, she needs support to walk and her voice is slurred.



BASE REINFORCEMENTS

If a message manages to get out the team can expect a counter attack by a company sized force. Twelve G Carriers will land squad sized elements, armed with assault rifles and armoured in flak jackets. In addition each of the three fire teams (4 men) making up each squad will have either a LAG or RAM GL as a support weapon.

Arriving back at the GRAV APC site the team find it vacant. After a few minutes a small boy steps out of the forest. He motions them to be quiet and to follow him.*

After about five minutes the team will lose sight of the boy as he enters a tangle of ferns. Investigation reveals an old mine shaft. It looks unsafe, but is surprisingly steady upon testing. The shaft goes down about 20m then opens up at the bottom into a small chamber.

*(It should be noted at this point that if the team have a large number of wounded/unconscious a small group will be sent instead)

For the next ten minutes he leads the team through an amazingly intricate labyrinth of tunnels and caves. Eventually they emerge in an immense underground chamber. Badly injured people, including Dr Saunders, will receive medical attention as soon as they arrive.

The chamber is a bustle of activity, centred on a large central table containing maps and counters being moved back and forth. A young man urges fervently, pointing at the map, and an older man shakes his head slowly. People move back and forth and notes are continually being brought to the centre group.

VID-COM terminals show gray vehicles moving around in the forest outside, some landing troops onto the forest floor. Snippets of conversation are overheard. "...MPA patrol...sector 4...", "...close perimeter...evacuate homesteads 614..."

The young boy goes over to the old man and pulls him by his coat, he points in the direction of the team. The old man nods. He makes his way towards the group. "Been in the wars then?" and on second thought "Sorry". He directs them to a small room off the main chamber.

The old man begins, "My name is Quan, I know who you are and what you're doing here. The CSB is not so covert as it thinks". With a hand motion someone is thrust into the room, "I believe you know Mr Kessel. Your employers have not been quite so open as you may have thought". He pauses for a moment, "Firstly this is no rescue mission. You have been set up. The aim of the mission was to terminate Dr Saunders"

Quan goes on to explain about the voice triggered explosives, the lack of a rescue ship and the rigged APC, which his group disarmed and moved for safe keeping.

Kessel verifies all that Quan has said, in return for his freedom. After Kessel is taken away Quan outlines his proposal, suitably embellishing it with background information.

THE PROPOSAL

One hundred and ten years ago this world was discovered by Tikaro Steffan, an independent trader and explorer. At first its inhospitable atmosphere deterred colonisers, but when the associated mineral deposits were found settlements started to spring up across the planet. One of the first settlers was Tikaro Steffan and soon by common usage the world became known as Steffan's World.

Initially people supplied their own equipment, they had to, until CP came into being. At first CP and the colonisers got on well and CP prospered. However, over the next fifty years CP obtained (by any means possible) the land rights of every settler on the planet. Three years later the then president of CP, Joseph Magen, declared CP to be the planetary government and renamed the planet Magen.

The last fifty or so years have seen CP's stranglehold tighten. The settlers didn't take this lying down of course, but the mas-

sacre of '83 ended all open resistance. Since that time the Movement has gone underground and waited until the time is right.

It has been decided that any action taken must be taken simultaneously across the planet to be effective. Any local uprising could be put down, but CP has overextended itself. Unfortunately all non-government broadcasts are banned and global telecommunications equipment is a little hard to come by.

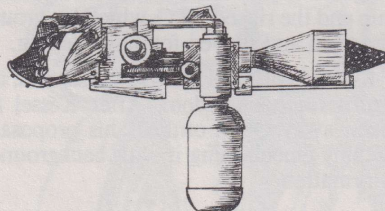
Circumstances have delivered a solution. You! Presently, the local CP broadcast centre is without the bulk of its defences. They are currently scouring the countryside in search of your little group.

All that we require is for the broadcast centre to be taken and held for sixty minutes, enabling a signal to be transmitted and jamming any communications until the individual cells are ready to strike. We can supply ten of our best men to help and I myself will come along to operate the equipment.

In return we can offer safe passage off planet and even forge papers if you require them or you may choose to stay and live out your lives here.

THE MISSION

Dr Saunders will be brought around and will disarm the explosive devices implanted on the characters. She then goes to help preparations elsewhere.



The codeword to be transmitted is "STEFFAN", this will appear on every VID-COM and VID-ENT VDU across the planet. Upon receipt of the codeword each cell will attempt to secure certain predetermined Strategic centres.

To enable access to the broadcast centre an old mineshaft has been extended until it is underneath the centre's perimeter. An upshaft has been dug until it is just below the surface, allowing a rapid break through as required.

Twenty minutes after the start of the signal-jamming, an armed response of the same type as the base reinforcements can be expected. The force will be under orders not to damage the centre, as any damage will be taken out of their pay packets.

THE BROADCAST CENTRE

General: The centre is a sealed interconnected dome complex. On the eastern side

of the main dome is a filter system. A region around the complex has been cleared and numerous security cameras are evident.

1. Security: The security dome contains quarters for security personnel. Additionally, there is a station containing VID-COM monitors and controls for the airlocks and all security cameras.
2. Reception: Basically the administration block of the centre. It has comfortable furnishings and is geared to welcome any visiting VIPs.
3. Broadcast Dome: Contains telecommunications equipment, including a satellite dish, and controls for its operation.
4. Accommodation: Provides bunks and freshers for the technical crew and other personnel staff. GRAV-PAD: A sealed landing pad 150m north of the Centre.

NB: Apart from the security personnel no armed response can be expected.

NON PLAYER CHARACTERS

(1) Individuals:

- | | | | |
|--|---------|--------|--------------|
| 1. Sven Orkney
795846 Criminal
Streetwise-3, Autopistol-2, Bribery-1 | 3 terms | Age 30 | Autopistol |
| 2. Dana
94AC98 CSB
Admin-3, Carousing-2, Body Pistol-2 | 4 terms | Age 34 | Body Pistol |
| 3. Dr Catherine Saunders
AB4AB8 Scientist
Electronics-3, Computer-2, Admin-2 | 2 terms | Age 30 | |
| 4. Drue Kessel
ABA875 CSB
Pistol-3, Recon-2, Tactics-2, Survival-1, Streetwise-2 | 3 terms | Age 30 | Gauss Pistol |
| 5. Quan
459BEA Merchant
Foil-1, Tactics-1, Leader-1, Electronics-2, Computer-4 | 4 terms | Age 76 | Foil |

(2) The Base Personnel:

- | | | | |
|--|-------------|---------|------------------------|
| Commander | 99A7C6 Army | 3 terms | Rank- First Lieutenant |
| Combat Rifleman-1, Tactics-1, Admin-2, Interrogation-1 | | | |
| (x2) Adjutant | 9645B7 Army | 4 terms | Rank- Leading Sergeant |
| Communications-3, Computer-2, VaccSuit-1, Combat Rifleman-2, Recon-1 | | | |
| Medic | 6899A8 Army | 2 terms | Rank- Lance Corporal |
| Combat Rifleman-2, Medic-2 | | | |
| (x9) NCO | 898887 Army | 3 terms | Rank- E3-E7 |
| Combat Rifleman-2, RamGL-1, LAG-1, Tactics-1 | | | |
| (x27) Trooper | 777777 Army | 1 term | Rank- Private |
| Combat Rifleman-1, Autocannon-1 | | | |

Three fire teams consisting of three troopers and one NCO each will be on patrol in the forest around the base. They will be armed with assault rifles and have a LAG or RAM-GL as a support weapon. Flak jackets may or may not be worn while on patrol.(about 20% will have them)

THE REVOLUTION AND CONCLUSION

Resistance movements scattered throughout the planet initiate action immediately upon receiving the codeword. At most centres the revolt is bloodless, many MPA regulars refuse to fire upon the people. In others the response is bloody.

Forty minutes after the initial broadcast, reports of battles in the capital, Magen, will cause all MPA units in this region to abandon their current endeavours and head directly to Magen as fast as possible.

At the Broadcast Centre reports will start to drift in as government centres are gradually overtaken. Each time a cheer goes up among the movement members. By this time other members and their families have made their way to the centre to join in the rejoicing. Four hours later the surviving CP executives surrender Magen to the people.

A new beginning...

The remainder of the personnel will be distributed as follows (by room numbers).

1. The commander and the two adjutants.
2. One NCO and one trooper working on a VID-COM terminal.
4. Three troopers and one NCO playing cards.

5. Three troopers and one NCO asleep.
6. The medic.
8. Two troopers.
13. One NCO and a trooper monitoring the VID-COM terminals.
14. Two troopers.

A,B Each contains 1 NCO and 1 Trooper.
C,D Each contains 2 Troopers.

All other rooms will be empty of personnel. Those soldiers at duty stations can be expected to be armed with assault rifles, but will not be wearing flak jackets.

(3) The Rebel Troops:

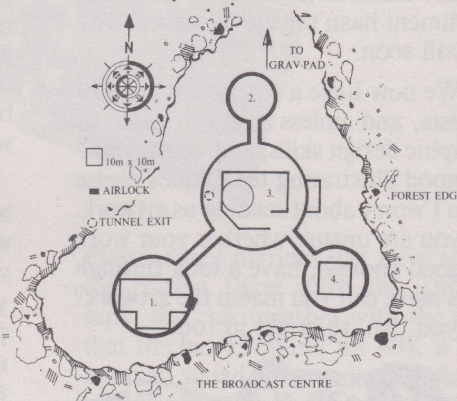
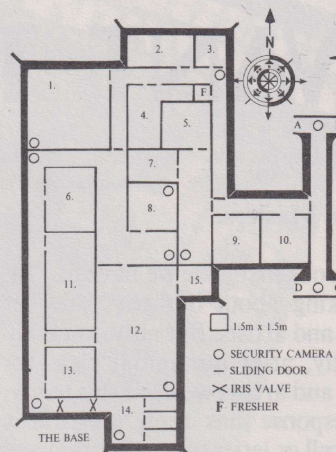
Each will be armed with a SMG and 3 magazines of ammo.

875A88	SMG-1
497A97	SMG-0
766BC9	SMG-2
356697	SMG-3
A57868	SMG-2
C99778	SMG-0
8A6655	SMG-2
779969	SMG-0
799956	SMG-0
998766	SMG-0

(4) The Broadcast Centre:

Supervisor	77B788	Admin-3, Liason-1, Legal-2
Receptionist	8643A9	Legal-1, Communication-1, Computer-1
Clerk	867A86	Admin-1, Computer-1
Clerk	7B8478	Admin-1
Clerk	87648A	Admin-1
Chief Engineer	A79866	Engineering-2, Electronics-2, Mechanical-2
Technician	594A84	Gravitics-1
Technician	667A76	Electronics-1
Technician	867778	Electronics-1, Computer-2
Security Chief	9A7635	Combat Rifleman-2, Leader-1, VaccSuit-2
Guard	878379	Authorifle-1, SMG-1
Guard	98B777	Rifle-3
Guard	776585	Rifle-2, Blade-2
Guard	642687	Authorifle-2

The security chief is armed with an ACR and wears cloth armour. The other guards are armed as appropriate to their skills.



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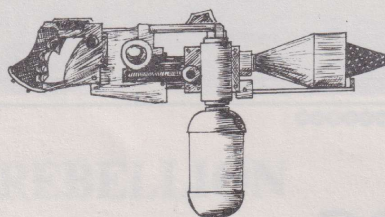
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WANT TO WRITE FOR US?

By Kim Masters.

Since our first issue we have had letters asking about our pay rates for writers and artists. But now, more importantly, after our initial pleas for writers and artists we have this to say. The response has been great, if a phone call or letter of appreciation and comment hasn't made it's way to you it will soon.

We now have a competent team of artists, and unless you can offer us graphic design skills, and exceptionally good illustrating techniques please don't worry about sending us artwork. If you are unsure whether your work is good enough, have a look through this issue, can you match the artwork? If you can, then get in touch.



But, as for writers, we pay for articles, and we need articles on the game systems you want us to cover. These are, according to the poll AD&D, Warhammer 40 000, Traveller, Warhammer Fantasy Battle & Twilight 2000. This doesn't mean to say we won't publish articles on other games, but we won't unless we have too (minority systems service a minority of readers). Our pay rates are a quarter of what the largest international gaming magazine pays, making ours one cent a word. Averaging \$10.00 a page. This may not sound like much, but apart from being published, receiving your free copy, and being paid, you'll also get a name in the Australian hobby.

The main points to know as a writer are that you should write on a topic that will be interesting to a large enough group of readers to make it worthwhile for us to publish it. Sorting what are good ideas and what are bad is just a matter of common sense.

This magazine could go on with you perhaps complaining to yourself "there's not enough Warhammer 40,000" or "where's the AD&D" but if your not prepared to encourage someone who you know is a good writer, or write an article yourself we really don't think you have any sort of right to complain. We don't want to sound nasty but as the truth stands we do our very best to see that you get the best gaming magazine available*, but if your not prepared to support us, we won't be able to support you.

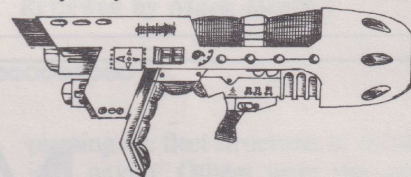
Some of you have written us letters basically applying for the jobs of writers and artists. We thank you for your enthusiasm, and will get back to you soon. More importantly we hope people who like the idea of working at a games company see that it would be a good idea to get their foot in the door now. In the coming months we'll be putting on at least two writers, an artist, a graphic designer and probably some more on the administrative side of things.

This means that if you show your worth to us now, we could offer you a job in the near future (REMEMBER: distance is no problem).



Some people ask us why we're based in Perth. The answer to this is simple. All great games companies (TSR, Games Workshop, GDW) are all based in strange places like Nottingham, Lake Geneva and Bloomington, therefore the Australian company has to, obviously, be based in a strange secluded place, where better than Perth. But we do stress, if you would like to work for us and you know you are a good writer or artist we aren't really bothered with you working either long range, or if we have to ship you over (if your worth it) so all the great artists and writers that dwell in Melbourne and Sydney, get writing.

A final word on the changing format of Realms. We no longer want scenarios, they take up (in your opinions and ours) too much space. We also don't want any short stories, as these to have been axed in favour of more article space. This means we want dynamic and original articles, mainly for AD&D, Warhammer 40 000 and a mix of GDW games. This magazine has been recognized overseas as already being the 'Australian magazine', just as White Dwarf was recognized several years ago as being the 'British magazine' before it became an international magazine. So with this, the artist team we have gathered, and with a hopeful flood of articles from the writers of Australia on the requested games, we should have, before long a magazine which will please everybody.



This has been said by us before, and we are going to say it again. What we need just as much as anything is reader input, on format changes, on articles and on games. This will amount to a magazine which should please most of the people, most of the time.

*note: Each issue of AUSTRALIAN REALMS is cheaper and often contains more text than the 2nd and 3rd biggest selling gaming magazines in Australia (yes, we are the biggest selling RPG magazine in Australia).

**Subscribe
To Realms
Now....**

See Page : 12

Crime File



In the Public Eye

by
M.J. Wilson

Public opinion in Super Hero Games

The public eye, in the form of the mass media will always be watching the actions of the SuperHero, and to a large extent will determine the public's opinion of that hero. For example J. Jonah Jameson's Daily Bugle is the primary reason why Spider Man is viewed as an enemy of the public.

In this Month's Crime File we will examine the way in which the public opinion generally, can influence your superhero campaign.

To the best of my knowledge, public opinion is only represented directly in Marvel Superheroes by TSR. In this system, characters have what is called a number of 'Karma' points. 'Karma' is a Buddhist term used to describe a person's destiny as influenced by his actions, and this is fairly well represented in the game, as by doing good things, a character can increase his Karma, while doing evil things gains bad Karma. The Karma that a character has may be spent in order to increase a character's chance, say, of hitting a villain or doing a particularly difficult thing.

This however, does not seem right somehow. How does attending a charity dinner increase your chances of belting Dr. Octopus with a chair??

What would seem to be more reasonable would be a "Good Standing" point system. Good Standing points (GSP) would be awarded for things like attending charity functions and arresting the Ten Ton Titan without wiping out half the Central Business District. GSP points could be spent on things like getting information from the police computer, or obtaining a government grant to build a new annex onto the HQ complex.

Persons who make themselves valuable to the community should find that the community will help them... On the other hand, anti social superheroes, who do their work by the

light of the night will not be penalised by having to conform rigidly to the 'do-gooder ethic'.

Similarly, heroes who fail in their civic duties, such as the man who threw a busload of commuters at the giant cheese-monster should have his GSP rating lowered. Don't forget that, in the world of good-standing, getting up the nose of the police chief can be as damaging as trashing Parliament house while fighting the Aardvark.

Good standing can also be gained and lost through the attentions of the media. This attention can range from minor fluctuations due to newspaper articles ("Superman saves cat from tree"), through to major changes caused by, say, a damning investigation into the activities of the Mighty Mongoose by Sixty Minutes or a TV special feature on the life and work of the Shrimp man.



Here are some possible causes of gains or losses to the GSP:

Wanted for Murder or Rape	-10
Wanted for other crimes	-8
Stand Trial for any crime	-7
Bad TV Publicity	-6
Destroy property while fighting Villains	-5
Insult or abuse MP, Senior Policemen etc.	-4
Bad newspaper/magazine publicity	-3
Abusive or unco-operative with police or govt enquiry	-2
Miss charity function	-1
Friendly and helpful to police etc.	+1

Attend charity function	+2
Good magazine/ news coverage	+3
Assist MP's etc	+4
Avoid wanton destruction	+5
Good TV Publicity	+6
Seen to save City	+7
Seen to save Country	+8
Seen to save World	+10

To a large extent GSP can be equated to fame, the more famous you are, the easier it is to gain access to police files for example, or to convince the president of the nameless horror that approaches from space. But on the other hand, fame is no bed of roses.

Can you imagine what it is like to have news teams following you around day after day, I can, and I think it would be fatal to the secret ID of any superhero, not to mention his or her social life.

The irritating thing about fame, is that it increases exponentially. This is because the more famous you are, the more people want to know about you. Kylie Minogue or the Princess of Wales are both good examples of this, because they suddenly became famous. Just as suddenly the magazines, TV stations and radio waves became full of their doings. Other magazines and TV shows sent reporters around to keep up, and before you can say 'mass-marketing' you could see Lady Di's face in every newsagent, on every magazine.

Heroes with in excess of thirty GSP would be mobbed by fans when out on the street, would have camera men snapping long range photo's of them in the bath and so on.

Thankfully, such publicity also means that other people will be out trying to get the Dirt on you, and so unless your character is really squeaky clean, eventually a really juicy scandal will turn up, and you won't be news any more.

The potential for Game Masters of this system is, I humbly venture to suggest, almost endless.

Next month there will be a scenario. See you then.

Erkonomics (Economics) for AD&D

By Jason Lindwithe

This article is a description on how economics can be used to enhance a campaign. It will not deal with any complex economic laws; nor will it deal with intense statistical/mathematical rules. What most gamers don't realise when thinking about economics in fantasy, is that the only concept that matters is very abstract, ie: to compare the power base of countries.

On a campaign level in a fantasy world, the only reason economics has any interest at all, is to compare different countries. Sadly, it all comes down to the power game. Those who are more financial, assuming equal population sizes, will be able to field the larger army, and do so for longer.

So it is that a simple system is needed, to allow countries to be compared economically. For such a system there are two factors needing to be examined. The first is "The Scale of Production". How large is the working population and as a result what is its production ability? It should be easy to simply divide the population by a constant (a fairly large one) and you would have a rating. This is, however, not the case. Increases in production are not linked directly to

increases in population. That is, if a population tripled, it doesn't mean that production will triple. It will probably increase, but might only double.

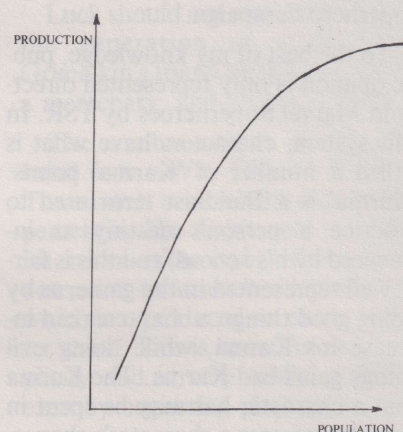
To illustrate this point I will give a simple example:

If only 1 man was digging a ditch he might finish it in say 10 hours. If another man came along and helped then they should finish it in 5 hours. Likewise if two more again joined in (making four) then it should only take 2 hours. What if there is only enough working room for four men. If a fifth arrives then they all start to get in each others way. So, although there is another worker, the digging is not going to increase as much, because the four other workers are being slowed down a little. It will eventually get to a point where no matter how many workers you add, production will not increase. It might even decrease if say another 3 000 workers joined in to help. It would be so crowded that digging would stop entirely.

This effect is a well established economic theory, albeit explained rather simply here. If you think you can handle a slightly more advanced explanation then finish reading this paragraph. Basically, as the productive population

increases linearly, the productivity of it increases at a marginally decreasing rate. This is due to the infra-structure of the societies production capacity becoming overloaded. There will also be a point at which the raw materials needed for production cannot cope. That is, while 400 acres of corn would be a lot for 100 people, it would not be very much for 100 000 people.

The graph of population vs production looks like this:



This graph gives us a table as follows: The variable called "Scale" is a rating from 1-100. Estimate the population then read it from the table.

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Population	Scale
1	1
2	3
3	6
5	10
14	15
42	21
150	28
670	36
3500	45
23000	55
180000	66
1650000	78
18000000	91
100000000	100

The values in the table are rounded estimates. If you wish to obtain more relevant values then use the equation that follows. It isn't too difficult.

$$\text{Scale} = (\ln P) / k + 1$$

where

P = Population being examined

k = a constant = 0.186067482263
(ie: $(\ln 100000000) / 99$)

The function "ln" is the natural logarithm function. It can be found on most basic scientific calculators.

At any rate you now have the first economic stat, being "Scale". The second one is set completely at the DM's discretion. It is also a rating between 1 and 100 but is a measure of the "Efficiency of Production" or as it shall be referred to, "Efficiency". You as a DM decide what this value is for every country in your world.

This rating system also has reasonable usefulness in estimating a country's total wealth. Use the following formula to obtain a value.

$$\text{Wealth} = \text{Base} * \text{Scale} * \text{Efficiency.}$$

where

Base is 12 gp (under the AD&D gold standard).

Scale and Efficiency are expressed as percentages. (ie: Scale of 44 = 0.44)

As an example:

A large kingdom of 200 000 people is rated as follows.

Scale = 66 (rounded)

Efficiency = 75 (good)

$$\text{Wealth} = 12 * 0.66 * 0.75 = 5.94$$

The final value for wealth is the amount per person, in that population, in one year. So for our kingdom the total yearly wealth would be 1 188 000 gp. Of this the government could obtain (through taxation) about 40%, which equals an amount of about 475 000 gp. These are strategic gold pieces

and cannot be directly compared to standard price lists.

Following is a list of economic costs (in gp) that a government might wish to examine. I hope the system adds variety. By expanded the list below you could give high level PC's countries to run...into the ground.

Function/Item	Cost (strategic)
Small Keep	15 000
Medium Keep	25 000
Large Keep	40 000
Small Castle	70 000
Medium Castle	100 000
Large Castle	200 000
Enormous Castle	800 000
Permanent Army	150 000 (Unit Size = 1 000)
Militia Army	200 000 (Unit Size = 10 000)
Fleet/ Small Ships	100 000 40 ships per fleet
Fleet/ Medium Ships	200 000 25 ships per fleet
Fleet/ Large Ships	500 000 10 ships per fleet
Fleet/ Merchantmen	75 000 75 ships per fleet
Public Upkeep	1 000 per %point of approval (see NPC loyalty)
Permanent Army Supply Cost	1 000 per army(1000 men). Triple after 50 days.
Militia Supply Cost	2 000 per army(10 000 men). Only fight in spring

Note: All supply costs are per week.
Fleet Supply Cost 2 000 per fleet.
Fortification Upkeep 10% of fortification cost/ year.

AD&D™ CHARACTER SHEETS

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The advertisement features a large image of the 'AD&D CHARACTER SHEETS' book cover. The cover art depicts a dragon-like creature with a human figure on its back, set against a dark, atmospheric background. Text on the cover includes 'AD&D CHARACTER SHEETS', '50 sheets in every book', and a TSR trademark notice. To the right of the book, a sample character sheet is displayed, showing various sections like 'Portraits', 'Weight Allowance', 'Open Doors', 'Max. Spells/Level', 'Skills', 'Languages', and 'Equipment'. The sheet is filled with handwritten text and checkboxes. At the bottom of the advertisement, there is a small box with the text 'The use of TSR's trademark, AD & D™ was not approved by TSR.' and another box with contact information for Planar Games, including a mailing address and prices for the book.

AUSTRALIAN REALMS

ISSUE 4

The October issue contains:

- A look at the Thieves Guild
- The Inquisition for Warhammer 40,000
- A Warhammer Fantasy Battle
- A Traveller Scenario
- Skills in AD&D
- Plus our regular departments and columns

ISSUE 5 — NOVEMBER

- New Character Class
- Miniatures article
- Runequest
- Warhammer 40,000
- Crime File Scenario
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